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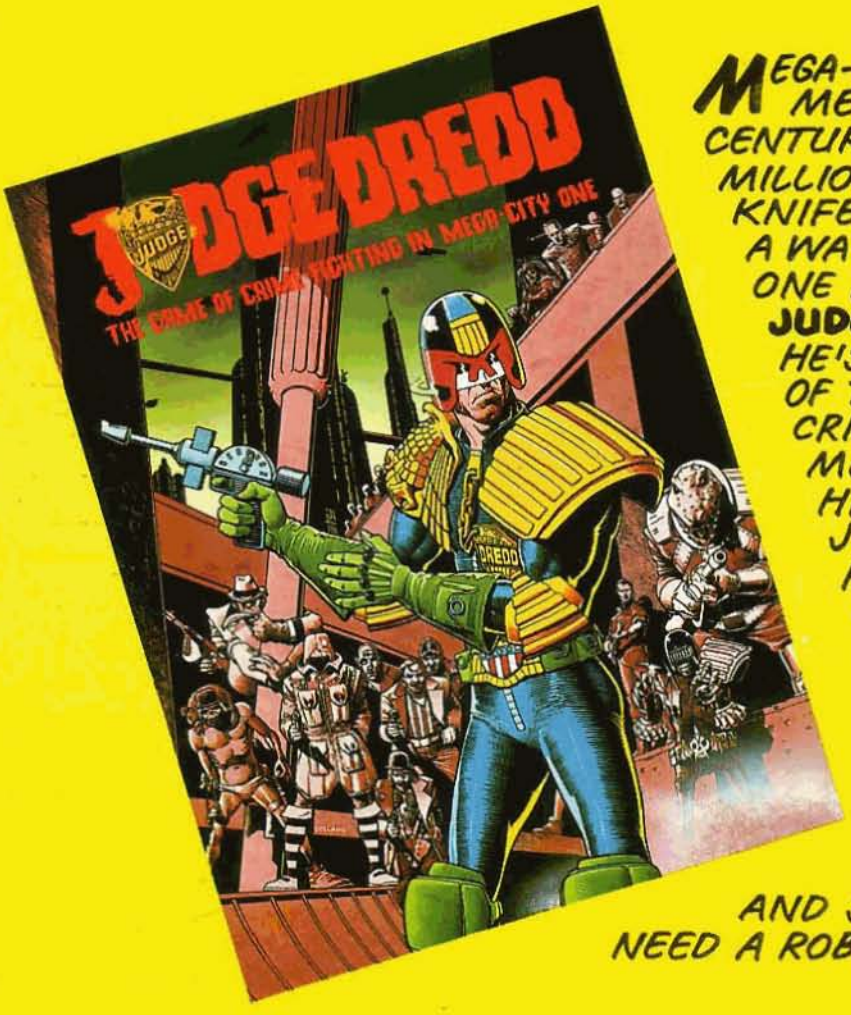

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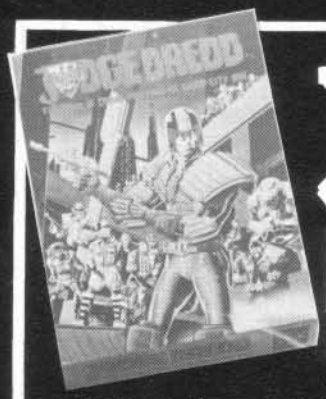

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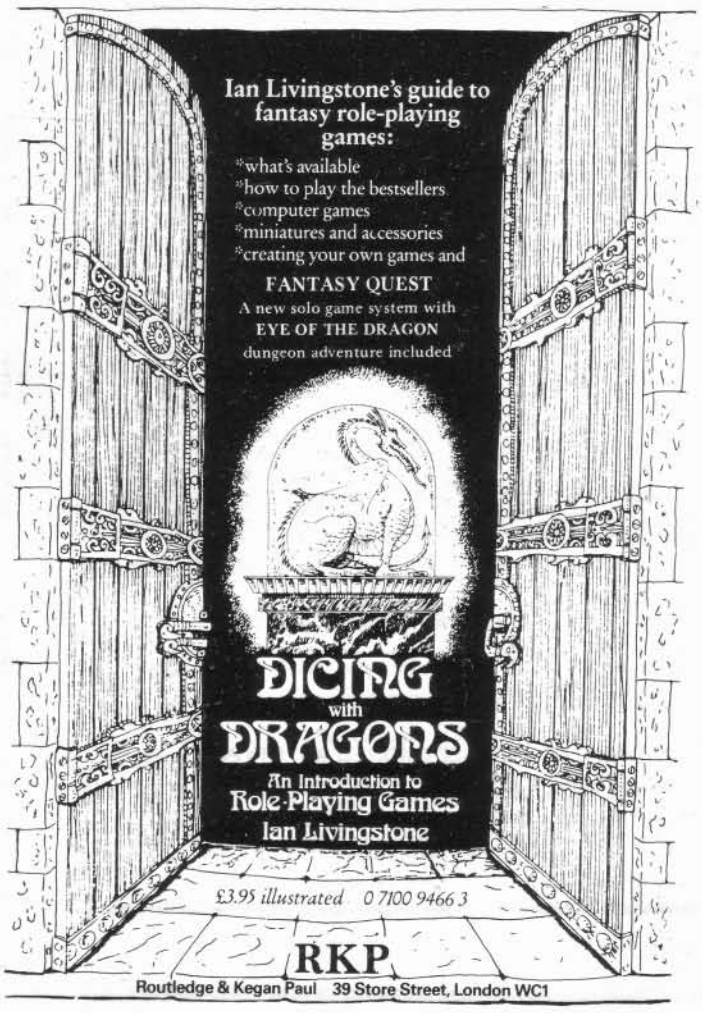

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Therefore, it can be assumed that just because a game receives wide distribution and sales, it does not necessarily mean that the game will end up as a favourite with the players.

Players of RPGs are obviously discerning consumers.

Ian Livingstone

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The NECROMANCER

An AD&D Character Class

by Lew Pulsipher

The necromancer is an extremely evil human who deals with death and the undead – the original meaning of the word adopted in *D&D* for the 10th level magic-user. Intelligence must be at least 12, constitution at least 14, and wisdom *no more than* 12. A 10% experience point bonus is given for 16+ Intelligence. Though not a clerical sub-class, experience point levels, hit dice, saving throws, and attacking columns are as for clerics. Necromancers use those magic items available to all classes (such as rings and most potions) and all magic weapons except swords. They may use any non-magical weapon, and any type of armour and shield.

A necromancer is a loner. He prefers to surround himself with the dead (and undead), not with life. He rarely subordinates himself to anyone, preferring to rule his own 'kingdom of the dead'. He may, however, employ (or rather, force into servitude) such devoted agents of destruction as orcs, gnolls, and trolls. Even animals smell the necromancer's devotion to death and dissolution, and avoid him.

A necromancer avoids sunlight and open spaces (except on moonless nights). He is secretive, furtive, and reclusive as townspeople – all sedentary peoples – distrust and abhor the necromancer and all that he stands for. A low level necromancer usually resides in a town in order to have access to the necessary 'materials' of his work. Attempts to maintain secrecy are hampered by the loathsome nature of the necromancer's work. In effect, for each level he rises he loses a charisma point, until he reaches rock-bottom (zero). This helps represent the growing suspicion of acquaintances and general reaction of people as he becomes imbued with Death. When discovered he must flee (unless he can defeat the aroused town) and begin his lone existence.

A powerful necromancer is often the object of a quest by extremely good characters such as paladins, rangers, and high level clerics.

Necromancers may communicate with undead, friendly or not, and may be friendly with undead just as evil clerics can, using the matrix on page 75 of the *Dungeonmaster's Guide*. However, a D result means that the undead are indefinitely under the control of the necromancer. Otherwise, to gain 'permanent' control of undead, the necromancer presents himself to undead already friendly with him, and the Matrix of Clerics Affecting Undead [*DMG*] is consulted again. If the result indicates that the undead are affected, then 1-12 are indefinitely controlled by the necromancer. If a 1 is rolled, the undead immediately attack the necromancer.

Control lasts until a good cleric turns the undead in question, or the undead moves more than 20 feet times the necromancer's experience level away from him, or out of his line of sight. However, volitionless undead such as skeletons and zombies may be left in one location with orders to attack anything that appears etc. Control can also be broken by a *dispel evil* spell, or a D result from an evil or good cleric on the matrix. Undead controlled by a necromancer *who is present* are harder to turn/dissolve than ordinary undead. Subtract one from a cleric's d20 roll per three levels of the necromancer (fractions lost).

The maximum number of undead that a necromancer may control at one time is equal to ten times his level, in hit dice. Vampires and higher undead beings cannot be controlled.

A necromancer is immune to special powers (such as paralysis) of undead which have fewer hit dice than himself, ie a third level necromancer cannot be paralyzed by ghouls, a fifth level cannot be life-drained by wights, and so on. Necromancers are unaffected by fear of death. Consequently they save at +1 when fear of death is the principle emotion (DM's judgement). As explorers of the realms of death, they also save at +2 vs death magic.

A necromancer's wounds do not heal naturally, nor by *cure* spells or potions but can be healed by ritually sacrificing a human or demi-human, gaining half the victim's hit points in healing. The ritual requires special equipment, such as brazier, candles, and ritually purified knife, and takes one hour to perform. (Note that the grade 5 ability *Drain Hit Points* allows a necromancer to drain hit points from an opponent, transferring them to himself.)

A necromancer must sacrifice periodically to his god of death. If he fails to do so faithfully he loses all spell-like abilities until he renews a satisfactory schedule of sacrifice (and atones for missed sacrifices).

Sacrifice Table

Level	*Average Frequency*	*Maximum Interval Between Sacrifice*	*Minimum Creature Required*	*Minimum Special Sacrifice Required Once per Year*
1	4 weeks	6 weeks	Dog, cat, horse, or creature of similar intelligence	Human
2	4 weeks	6 weeks	Dog, cat, horse, or creature of similar intelligence	Human
3	4 weeks	5 weeks	Female of above	Female human
4	4 weeks	5 weeks	Female of above	Female human
5	3 weeks	5 weeks	Chimp, orangutang dolphin, or similar intelligence	Human virgin
6	3 weeks	5 weeks	Giant class (orc, goblin, etc)	Human virgin
7	Fortnight (2 weeks)	4 weeks	Female of above	Human virgin
8	Fortnight	4 weeks	Female of above	Human virgin
9	Fortnight	3 weeks	Human	Human mother pregnant with first child
10+	Fortnight	3 weeks	Human	Human mother pregnant with first child

For example, a seventh level necromancer must sacrifice at least 26 times a year with no more than 4 weeks between sacrifices. He must sacrifice a female orc, goblin, hobgoblin, kobold, or other giant class, or a human, each time. Once a year he must sacrifice a human virgin, in addition to other sacrifices.

As a necromancer advances in experience he more and more resembles the undead rather than the living. At second level he gains infravision, but his normal sight slowly deteriorates until, at tenth level, it is not better in any conditions of light than normal sight is under a full moon. He tends to rely on his infravision. At the same time, he can see better than other humans into other *Planes* which touch the *Prime Material*, especially the *Negative Material*. Necromancers also see invisible objects well – 5% plus 1% per level *in addition to* the possibility derived from the table on page 60 of the *DMG*.

At tenth level the necromancer may create a Temple of Death. He can possess only one such temple, but if one is destroyed he may create another. The Temple of Death must be constructed of human bones – the more the better (and bigger) – bonded by a mixture of human blood and various thickeners.

Construction costs 10 man-hours — using living slaves, since undead have insufficient dexterity — and 10 gold pieces for every 10 cubic feet of walls, ceiling, floor, and supports. (Bone walls must be at least one foot thick, ceiling and floors half a foot thick.) Every 10 cubic feet requires bones of 50 humans and demi-humans, and blood of five. Graves and tombs are likely to be the primary source of bones in these numbers. Temple bone is magically resistant to damage, and structurally strong— treat as the hardest type of stone.

While in his temple a necromancer's power is increased. Saving throws against his powers are at -2, or -1 if the target is not in the temple. The necromancer regenerates damage at the rate of one hit point per turn while in his temple. Finally, he may call forth skeletons from the temple walls, up to one per 10 cubic feet of bones in the temple per day. The skeletons follow his implicit will — he need not speak or concentrate to cause them to act as he desires. These are treated as normal skeletons.The skeletons may not appear simultaneously closer than five feet to one another. They never leave the temple.

Example: a 20 foot square temple, 10 feet high, with one foot thick walls and six inch thick floor and ceiling, is 1,200 cubic feet of bones — bones of 6,000 persons. The necromancer can call forth 120 skeletons per day from the temple.

When he is killed a necromancer above first level will, unless his body is perfectly preserved, return as an undead type of a similar number of hit dice (lower when none is equal; he cannot be raised unless the *raise dead* or *resurrection* spell is cast within one minute per the necromancer's level after death.) The undead does not gain experience or levels. Even destruction of the body will not prevent this hideous occurrence. The undead appears at the grave or last resting place of the necromancer, one week after death *to the minute.* Necromancers of ninth to fourteenth level return as vampires; those of fifteenth level return as liches.

A necromancer may *curse* his killer as he dies (assuming he has a chance to speak it), as the clerical *curse* spell but not automatically removable. Figure the level of the *curse* as four times the necromancer's level. Any *remove curse* (or *dispel evil*) spell works against the curse as *dispel magic* does on magic. Each cleric or magic-user casting *remove curse* or *dispel evil* can try once only; if he fails the first time, he'll fail every succeeding time against this curse, if he bothers to try.

At fifteenth level, the maximum level attainable, a necromancer has reached Utter Degradation (from an ordinary point of view) or the Ultimate (from his own point of view). He learns/discovers the spells which create a lich from a human being, and if he is killed he 'returns' as a lich at any time from immediately up to a week later, as he desires. He may also employ these rituals to enable another powerful (and willing) human (at least twelfth level cleric or magic-user) to become a lich. A non-necromancer becomes a lich immediately — he is 'killed' as part of the rituals. Of course, it is extremely difficult to arrange such an evolution, given the distrust common among evil characters.

Necromancer Abilities.

Once learned, an ability is not forgotten (barring amnesia or the like) and need not be relearned in the way a magic-user must memorize his spells from books. An ability cannot be changed or substituted, but may be selected more than once. Unless otherwise stated, an ability is useful just once per day. Some abilities must have another ability selected at an earlier experience level before it is possible to choose the ability in question. For example, *Animate Dead* must be selected before *Improved Animate Dead.* A necromancer may use the opportunity to learn a higher grade ability to learn a lower one instead. For example, a third level necromancer could have four grade one abilities instead of three grade one and one grade two. Later he may put the ability back in its proper place, in effect — in the example, when he reaches fourth level he could choose one grade two for four and one, and at fifth level choose another grade two, and a grade three, to give him four-two-one. ▶

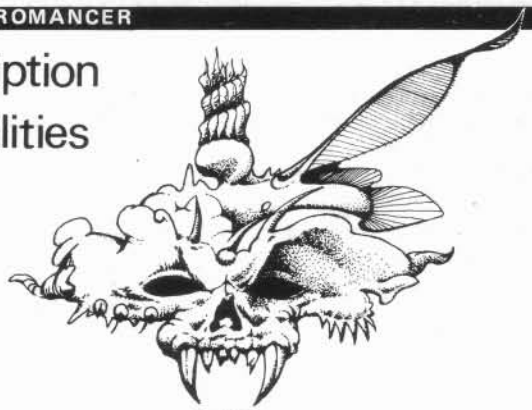
Necromancers Table

Experience Points	*Experience Level*	*8-sided Dice for Accumulated Hit Points*	*Abilities: Grade* 1	2	3	4	5
0-1500	1	1	1				
1501-3000	2	2	2				
3001-6000	3	3	3	1			
6001-13000	4	4	3	2			
13001-27500	5	5	4	2	1		
27501-55000	6	6	4	2	2		
55001-110000	7	7	4	3	2	1	
110001-225000	8	8	5	3	2	2	
225001-450000	9	9	6	3	3	2	
450001-675000	10	9+2	6	4	3	2	1
675001-900000	11	9+4	7	4	3	3	1
900001-1125000	12	9+6	7	4	4	3	2
1125001-1350000	13	9+8	8	5	5	3	2
1350001-1575000	14	9+10	8	6	5	4	2
1575001-1800000	15	9+12	9	6	5	4	3

15th is maximum level. A necromancer gains full experience for what his creatures do while he is present, none if he is not present.

Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Animate Dead	*Control Shadows*	*Animate Dead Animals*	*Become Non-Corporeal*	*Death Angel's Shadow*
Cause Darkness	*Improved Animate Dead*	*Create Skull Guard*	*Construct Servant*	*Drain Hit Points*
Evil Eye	*Manufacture Ghoul*	*Improved Control Shadows*	*Create Necromantic Bell*	*Frankenstein Creation*
Feign Death	*Manufacture Ghast*	*Manufacture Wight*	*Life Drain*	*The Ineffable Terror*
Grave Noises	*Sense Life*	*Manufacture Mummy*	*Summon Dead Person From the Outer Planes*	*Summon Spectres*
Speak with Dead	*Summon Ghouls and Ghasts*	*Paralyze*	*Summon Mummies*	
Speak with Dead Animals	*Summon Wights*	*Possession*	*Zombie*	
Summon Skeletons and Zombies	*Wisdom of the Dead*	*See/Know the Past*	*Zombie Army*	
		Summon Wraiths		
		Superior Animate Dead		
		Unholy Strength of the Eternally Damned		

Description of Abilities



Grade 1

Animate Dead. Enables animation and control of 1-6 dead human-type bodies, which become zombies. The bodies cannot be more than one week dead, plus one day per experience level of the necromancer. (If the flesh has been stripped from the bone, the victims become skeletons rather than zombies.) No more than six times the necromancer's experience level of zombies and skeletons animated in this manner may exist at one time.

Cause Darkness. Equivalent to the MU's *darkness 15' radius* spell.

Evil Eye. The necromancer's eyes act as those of a vampire except that the effect is to *hold* rather than *charm,* and lasts only while the necromancer looks into the victim's eyes. A save vs spell is applicable. Only those vulnerable to *charm person* may be affected.

Feign Death. Same as the monk's feign death ability, usable any number of times per day.

Grave Noises. Similar to the MU's *audible glamer* spell except that only noises appropriate to the Romantic idea of a graveyard can be produced: screams, wails, crys, gasps, moans, curses, groans, chains rattling, thumps, etc. Moreover, the sounds may be set to be triggered off by the approach of any living human (or demi-human) within 10 feet of the location of the spell. The noises can be made only between dusk and dawn.

Speak with Dead. Same as third level clerical spell.

Speak with Dead Animals. As *Speak with Dead,* but permits speech only with dead animals, not human-types, monsters, or giant animals.

Summon Skeletons and Zombies. (This description applies to all the undead summoning abilities.) The necromancer may summon up to a dozen undead of this type or types within a range from himself equal to 3" times his experience level, up to a maximum of 25". The undead will immediately move as rapidly as possible toward the necromancer. If no undead of the type(s) specified are within range, or less than a dozen, lower level undead will answer the summons, the most powerful first. A necromancer may attempt several undead summonings, with different summoning abilities, at one time. If the undead in question are controlled by someone, halve the level of the summoning necromancer, divide it by the level of the controller, convert to a percentage, and roll percentage dice to determine whether the call overrides control.

The maximum duration of the call is one turn plus one per experience level of the necromancer. It is not necessary for the necromancer to concentrate on the call once it begins; he may stop the call at any time. Undead summoned in this manner may be controlled using the Undead Control Table, but react as normally encountered undead when they arrive within sight of the necromancer.

Grade 2

Control Shadows. This is unlike the normal undead control ability of a necromancer, because the controlled shadows may be sent out of sight, to return later and report what they've learned. The maximum distance the shadow can be from the controller is 2" times the necromancer's experience level. The basic control chance is 10%, increasing 10% for each level advanced after he has selected this ability. For example, if he selected this at third level, then as a sixth level his chance would be 40%. The maximum number of shadows which may be controlled at one time is equal to the number of levels the necromancer has possessed the ability (eg third-sixth is four levels).

Improved Animate Dead. *Animate Dead* is a prerequisite. The necromancer is able to animate 1-6 human (not demi-human) dead with half of the hit dice they had before death (round down), which attack as the level they were while alive but without strength and dexterity bonuses or penalties. They cannot wear armour, but have 8-sided hit dice regardless of the type they had while alive. They attack by weapon type and are turned as ghouls. Duration is 24 hours, the victims cannot be more than one week dead, and the bodies must be more-or-less whole.

Manufacture Ghoul. Creates a ghoul from a dead human body. The procedure requires one week without other activity, and the human must be formally sacrificed in a Black Mass at the midpoint of the week. The necromancer may take control of the newly-created ghoul using the normal undead control procedure, but otherwise the ghoul reacts as a normal independent undead creature.

Manufacture Ghast. As for *Manufacture Ghoul,* but a ghast is created. *Manufacture Ghoul* is a prerequisite.

Sense Life. Three times a day, for one turn duration, the necromancer may sense all intelligent warm-blooded living creatures with 15" of him; he learns direction to the creature(s) only.

Summon Ghouls and Ghasts. Similar to the grade 1 summoning ability, except that ghouls and ghasts are summoned. *Summon Skeletons and Zombies* is a prerequisite.

Summon Wights. As grade 1 summoning ability, except that Wights are summoned. *Summon Ghouls and Ghasts* is a prerequisite.

Wisdom of the Dead. Once per day, the necromancer may question an intact skull to find out what is happening wherever the skull's body skeleton lies. The maximum distance from the skull to bones is 20 miles per experience level of the necromancer. The skull can report on circumstances occurring up to 50 feet from the body, even if the body is buried. The power cannot be used if the body is animated or the parts are scattered.

Grade 3

Animate Dead Animals. The necromancer is able to animate 1-6 animals dead less than a week, with the same powers they had when living. They are turned by clerics as undead of half as many hit dice. Only animals (beasts one might encounter in our own earth) can be animated. Restrictions on numbers are as for *Animate Dead* (grade 1).

Create Skull Guard. If a human or demi-human is ritually sacrificed in the necromancer's lair, the decapitated head may be used as a guardian skull, after one week of further attention. He may have no more than his experience level of skull-guards at one time. A skull-guard is a skull – the flesh soon sloughs off – with shadowy wings. It flies rather slowly, 3", one hit die, AC2, bites for 1-3, and has the usual undead immunities to spells. It is turned as a spectre. It will never go more than 60 feet from the location of the ritual in which it was created. Otherwise, it follows whatever order or series of orders the necromancer leaves with it. Fear emanates five feet from each skull-guard. Anyone in this area failing to save vs magic flees at full speed for five melee rounds. Once a character has saved, he is immune to fear from the skull-guard in question for the next 24 hours.

Improved Control Shadows. *Control Shadows* is a prerequisite. This works just as that ability, except that there is a telepathic link between the necromancer and shadow so that the shadow can report what it sees as it sees it, and can receive further orders. While the link is actually being used to transfer information, the shadow glows a reddish colour slightly.

Manufacture Wight. As grade 2 manufacturing abilities, but a wight is created. *Manufacture Ghast* is a prerequisite.

Manufacture Mummy. As grade 2 manufacturing abilities, but a mummy is created. *Manufacture Wight* is a prerequisite.

Paralyze. For two turns, the necromancer can paralyze any humanoid of man-size or smaller which he touches. A save vs paralysis is allowed.

Possession. Once per day this power may be used against anyone vulnerable to *charm person* who is within 60 feet of the necromancer and in his sight. If the victim fails to save vs spells his body is taken over by the spirit of the necromancer, which leaves his own body behind (as for a *magic jar* spell). The victim continues to sound like himself, with the necromancer able to speak any languages the victim knows. Consequently, he may attempt to insinuate himself into a party of the victim's friends. *Detect evil* or *magic* will register that something is evil or magic about the victim, though of course if the victim carries any magic item there will be no differentiation between victim and item. *Detect charm* will reveal the possession. The duration of possession is determined in the same way that duration of *charm person* is determined.

See/Know the Past. Once per day, the necromancer may concentrate for 5 rounds and know what occurred during the previous 24 hours in the place he occupies.

Summon Wraiths. As grade 1 summoning power, but wraiths are called.

Superior Animate Dead. The necromancer may animate one person per day, who is no more than one week dead. The body, which must be more-or-less intact, has the full powers it possessed in life, including any spells or magic-using ability it had at the moment it died – it cannot actually learn or memorize more spells. Clerical spells are not available. Duriation is 24 hours. The undead is turned as a normal undead creature of similar or fewer hit dice. There is a 10% chance that it will turn on and attack the necromancer, or 20% if it was chaotic good in alignment, 25% if neutral good, 30% if lawful good. *Improved Animate Dead* is a prerequisite.

Unholy Strength of the Eternally Damned. This ritual can give 18/00 strength to the recipient. A human, elf, dwarf, or gnome must be sacrificed at midnight of a full moon, and the recipient must pour the blood over his head and drink of it. He takes 1-20 hit points damage and then has a chance of gaining 18/00 strength permanently, depending on the victim's nature: male 50%, non-virgin non-pregnant female 70%, virgin 85%, pregnant 90%. If successful, the recipient is damned and becomes lawful evil. His soul is promised to an arch-devil. Someone who unwillingly undergoes the ritual may be saved by death and *resurrection/raise dead.* If a *charmed* person is forced to undergo the ritual he gets an extra save vs charm.

Grade 4

Become Non-Corporeal. The necromancer's body (and accoutrements) becomes non-corporeal for six turns. This raises his armour class by four, and he can be hit only by magic weapons. He can also walk through solids, such as walls. Daylight – not including spells which are the equivalent of daylight – immediately causes the necromancer to regain corporality.

Construct Servant. The necromancer can make servants from dead body parts. These creatures are enchanted monsters, not undead. The parts must come from humans: two arms, two legs, torso, and a head are needed, no more than one from a given body. Bodies must be dead less than one day, and neither diseased nor mutilated in the relevant part. Roll for ability numbers for the creature using 3d4. If the head was a spell-caster (excluding clerics), then the servant may be, but never casting spells above first level. The servant gains as many experience points as its master when it accompanies him (but this experience is an addition, not something taken from others in the party), and gains levels as a fighter (or spell-caster if the head is of that type). Because of the diversity of parts used, the servant often looks deformed. One will never be mistaken for a normal human in daylight.

Create Necromantic Bell. The necromancer may create a bell, only one per person (human, half-elf, gnome, or dwarf only). He sounds the bell, the spirit of the dead person appears, and he may ask five yes/no questions as though using a *speak with dead* spell. He can never make another bell for that person, and it can be used only once. The bell costs one week plus 1,000gp to make per experience level of the person being summoned. It may be made only if the necromancer has a body part or a possession often used or carried by the dead person.

Life Drain. For two turns the necromancer can drain one experience level from any man-size or smaller humanoid he touches. A save vs spells is allowed. A victim reduced below zero level is dead – he does not become an undead. Level drain is permanent barring *restoration.*

Summon Dead Person From the Outer Planes. Once per day the necromancer may summon someone he knew personally, who is now dead, with all normal powers and equipment but no magic items, to serve for one hour. If the summoned person is of a higher level than the necromancer, or of a different alignment, there is a chance that he will attack instead of serve: 10% per level above, 25% if neutral, 50% if good, 25% if evil but of opposite nature (law vs chaos). If the summoned person was killed by the necromancer, reduce this chance by 20%. If a necromancer summons the same dead person very frequently, the dead person's god may intervene, usually merely by preventing summoning henceforth.

Summon Mummies. As grade 1 summoning ability, but mummies are called.

Zombie. Once a day, the necromancer may attempt to enspell someone (who must be vulnerable to *charm person*) within 40 feet. If the target fails to save vs spell, he becomes an automaton without will, under the control of the necromancer permanently. The victim retains full powers, and is able to use evil (but not good) magic items or unaligned items. It is turned as an undead of similar hit dice; if the result is 'dissolve', the zombie spell is broken. It is also broken if the victim dies and is *raised,* or by a *dispel evil* spell. (Compare the necromancer's level and the level of the caster as one would when determining whether *dispel magic* destroys some enchantment). *Exorcise* can also break the spell. *Dispel magic* has no effect. The victim looks vacant-eyed and is slow of speech; there is obviously something wrong. *Evil eye* is a prerequisite.

Zombie Army. The necromancer can animate 1-1,000 bodies less than one week dead; the animation lasts 24 hours. Only human-type bodies can be animated. *Animate Dead* is a prerequisite.

Grade 5

Death-Angel's Shadow. The necromancer summons an 'angel' of Death, directing it to slay one creature within 30 feet of the necromancer at the time the summons is made. The 'angel' appears immediately. If the victim fails a save vs death at *minus five,* he sees the death-angel and *dies.* Otherwise, there is no effect – no one else even sees the 'angel'.

Drain Hit Points. Hit points represent fatigue as well as other factors, and in effect the necromancer is draining stamina from the victim into himself. When the necromancer strikes an opposing human, demi-human, or giant class of man-size (not larger or smaller) with a to hit roll five or more greater than needed to hit, the hit points lost by the victim are gained by the necromancer. The necromancer cannot rise above his normal maximum of hit points, but the drained points can heal damage. Only *restoration* can renew the victim's hit points – otherwise they are permanently lost.

Frankenstein Creation. The necromancer may create a monster equivalent to a flesh golem. Parts must be obtained from bodies less than one week dead and neither diseased nor mutilated. A total of 50 parts are needed. Roll percentage dice to determine how many parts may be obtained from a particular body: 01 – two, 02-05 – one, 06-00 – none. The creature, when assembled, must be animated at night during a thunderstorm. Examining a body for parts takes an entire day. If the creature meets another of this type (not a normal flesh golem) both will run amok and attack each other until one is destroyed. Otherwise, the creature follows all voice orders of its creator, but is quite stupid. *Construct Servants* is a prerequisite.

The Ineffable Terror. The necromancer continuously projects an aura of fear in a 50 foot radius, which he may 'turn off' at will. His aspect is so terrible that those within this range who can see him must save vs spell or flee for one turn. Only those creatures vulnerable to *charm person* are affected. Creatures must save every fifth round while in the area affected.

Summon Spectres. As grade 1 summoning spell, but spectres are called.

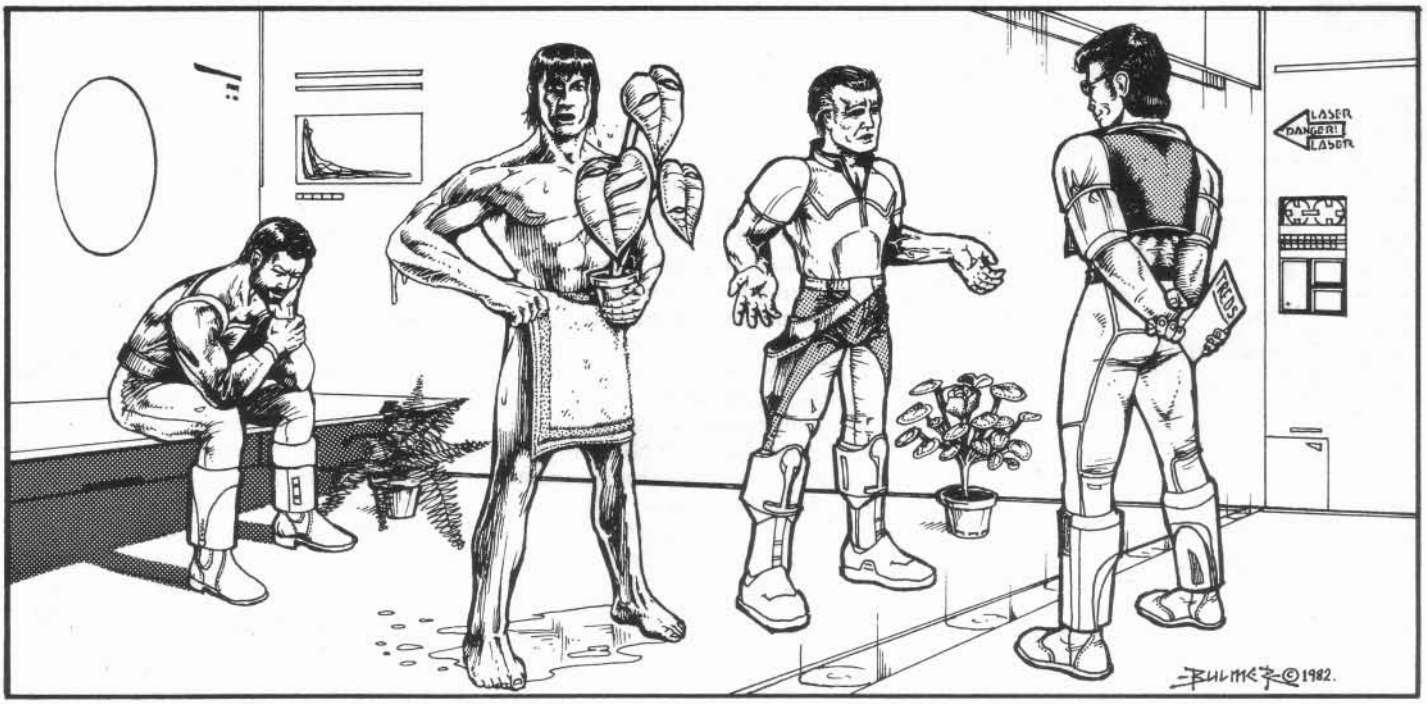
Final comment. Although a necromancer player character is possible, it is obviously primarily a non-player character 'monster'. Any DM using the class for players must enforce the peculiar restraints with regard to association with other living beings, which is why a necromancer is so hard for a player to use. ■

Starbase *is a regular department devoted to readers' ideas for* Traveller, *edited by Bob McWilliams.*

The group of players pause expectantly. Their caller has just finished outlining the next course of action they wish to take, and all eyes are focused on the referee. The referee (whose eyes are glazed) moves his lips but no coherent sound is produced. With an effort, he clears his throat and says, 'Shall we have a tea break while I think about your next move?' The players may or may not realise it but . . .

...We have a Referee Malfunction!

by Bob McWilliams



There are times when even the most imaginative, far sighted and knowledgeable of referees will be unable to deal with a player's question, lose his notes, forget what was going to happen next etc. The ability to think on your feet is a necessary survival trait in such circumstances and, as I have stressed in the past, it is as well to be prepared before a playing session. This includes the *Traveller* Referee's Emergency Drill for Survival (TREDS), Mark One, and I would be pleased to hear any suggestions that could be incorporated into a Mark Two, improved version.

To some extent the execution of TREDS depends on the type of calamity that has befallen the unfortunate referee so when the inevitable happens, you will have to pick the solution that seems best. I suggest you prepare and practice for the worst – have a 'dry run' or two. The shades of *'Hitch-hiker'* seems to permeate the Drill, so I should acknowledge the influence of Douglas Adams for providing the correct attitude to employ when disaster strikes.

1. Don't Panic! (Naturally this is paramount).

2. Whatever you choose to do, it must appear to be exactly what you were expecting to do at this point in the proceedings – the show must go on. Remember that you are in the business of conjuring an illusion that the players can inhabit. Therefore, without hesitation, launch into something that sounds interesting and that will cover you for the remainder of the playing session. However, sometimes you can't avoid a problem – don't despair! For example: the referee has just discovered that he has forgotten to bring *Book 1* (with all the combat tables) and none of the players has one either. The player characters are facing a group of argumentative Krull (ten foot high warrior arthropods).

'Right', you say, 'this gives us the chance to try my new Real Time Combat Perception Analysis System, which is based on perceived targeting rather than actual target size (a good deal of technical jargon is rather useful camouflage). All we need are your character's UPP and skills, plus six drinking straws'. And so on. The rules, any rules, can be made up as you go along (but for heaven's sake don't send them to *Starbase*).

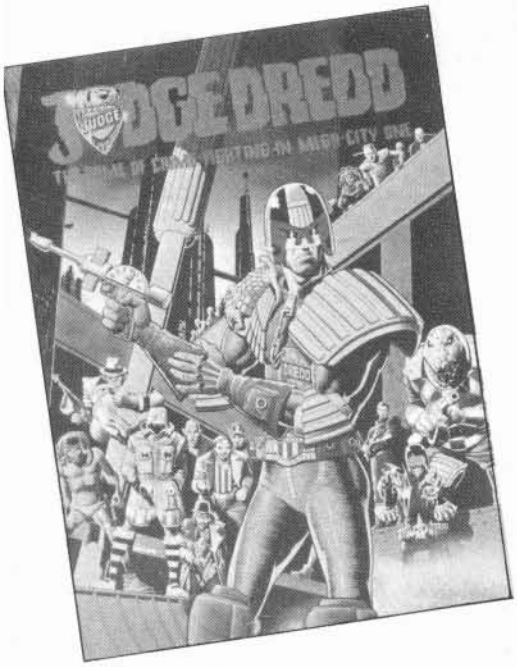
3. Attack is often the best form of defence. Especially if you attack in an unexpected direction – once the players are off-balance it is much easier to control them and to shepherd play in a direction you can cope with. For example: the referee has mislaid a vital set of notes dealing with the course of events this session. He is thus left stranded without a clue how to proceed in his intended adventure. Attack, remember.

'Player A, describe the contents of your stateroom. . . . I see, no pot plants? None at all? OK, Player B, your stateroom?' (Goes through each players stateroom, getting a description of the entire contents of each and incidentally wasting over a quarter of an hour's playing time). 'So, not one of you has a single pot plant – not surprising, I suppose, on a tramp merchant'. By now the players are worried. Is their lack of an obvious affection for plants going to get them into hot water? The referee has thought up what will happen next, during all those boring stateroom descriptions. The equivalent of a Romany caravan ship heaves to alongside and the players are encouraged to go over by rota and spend some credits. Naturally along with the clothespegs, peat turves and lace shawls they just happen to have some pot plants. Should the players buy some and fend off whatever they think the referee is plotting, or is the danger exactly those pot plants? By now the referee has had plenty of time to make up a new plot.

4. Total existence failure. This should only be used when you have really screwed things up. Very simply, the players are happily involved in doing something (keep them busy) when they are informed that everything just stops. They seem to have passed out, and wake up several parsecs away in the local jail or equivalent. How did they get there, why, and what happened in between? The players must try to find out. The referee *has* to find out, and before the next playing session.

And the best of luck to you all out there. ■

In Open Box, *science fiction and fantasy games and rulebooks currently in the shops are reviewed by independent authorities.*



JUDGE DREDD
Games Workshop **£7.50**

Judge Dredd comes in a full-colour box, with illustrated board, Action, Perp, Crime and Sector cards, rules, plastic pieces, a die and an Umpty Candy Card Album, giving an overview of the *Dredd* strip in the comic *2000AD*, which is of interest to Dredd fans and invaluable to non-Dredd readers, helping them to get into the mythos which is half the fun. *Games Workshop* have kept true to Judge Dredd's origins with the presentation (hardly surprising as the inventor, Ian Livingstone is a Dredd fan) — the board depicting Mega-City One is by Ian Gibson, the box art is by Brian Bolland, both established artists on the Judge Dredd strip, the cards feature art straight from the original stories, the lettering on the cards and board is comic-style, and even the play of the game captures the comic-book spirit.

Each player is a Judge patrolling the city. The winner is the one who arrests the highest value of Perps (criminals) and Crimes. To start, six Sector cards are turned up and a Crime card placed face up in each of those Sectors (incoming reports of crimes in progress). A Perp card is placed face down by each crime (the perpetrators who remain unknown until a Judge reaches the scene). After all Judges have moved, arrests are attempted where possible. To negate any advantage, a different player moves first each round. To make an arrest a Judge must score higher than the Perp. The Judge has a value of 5 plus a die roll; the Perp can be anything from Gestapo Bob Harris (1) to Judge Death (10) plus his crime, ranging from littering (1) to murder (6), plus a die roll. Obviously, a Judge needs help. This is provided by the Action cards of which each player holds six. These can issue special equipment which boosts combat, or enable Judges or Perps to be whisked about the board, plus many other effects. Each card has two options, one of which always aids combat, so even with a bad hand, a Judge has a chance of arresting Judge Death for murder. Action cards can be replenished quicker by reporting to various Justice buildings, and Judges defeated by a Perp spend a turn in Intensive Care. That is the essence of the game.

The game flows well, and the rules are well presented and short. The varying effects of the Action cards, however, will obviously cause disputes, but in all cases that occurred in our review games, a close reading of the main rules cleared up all the points that arose. The only criticisms are that initially the board seems a bit fussy, but this seems less apparent after a few games and ultimately the comic feel of the board is preferable to a more straightforward one, and the passing on of the Turn Start card is often over-looked, but given that it is better that a different player moves first each round, there aren't many other ways of doing it.

Judge Dredd is a good game for some light relaxation for both Dredd fans and those who have never heard of him. It is admirably successful in its aims: it doesn't set out to be a game of deep skills and great complexity; it sets out to be simple, playable and as enjoyable as reading your favourite comic book — and if *Judge Dredd* is your favourite comic-book hero, so much the better.

Overall: 9 **Richard Meadows**

DUNGEON MODULES

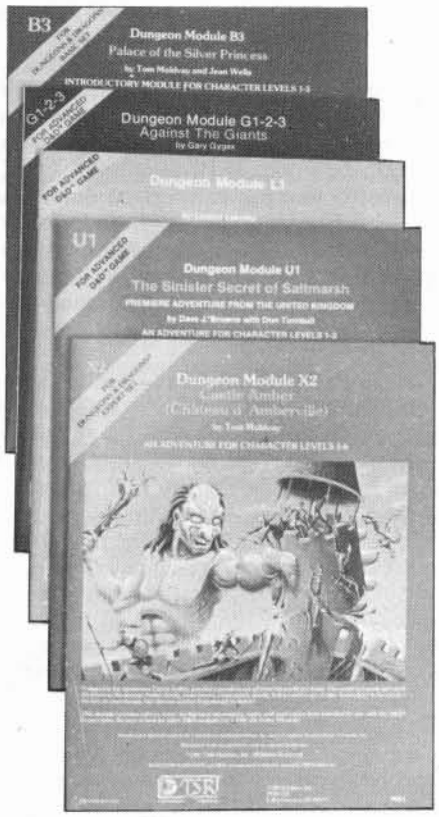
U1 The Sinister Secret of Saltmarsh	**£3.50**
L1 The Secret of Bone Hill	**£3.50**
G1-3 Against the Giants	**£3.95**
B3 Palace of the Silver Princess	**£3.50**
X2 Castle Amber	**£3.50**
TSR	

The *Sinister Secret of Saltmarsh* is the first of three modules concerned with the area around Saltmarsh. U1 leads the party to a haunted house where a chain of events is set in motion. The main thrust of the adventure is toward problem solving with the players having to piece together the clues they find. Encounters should present no problems to an intelligent party and some monsters have been altered to make them less deadly. The module is designed mainly for first level characters who should leave the module at 2nd level. Unless you're playing with ten characters it would be advisable to check the treasure totals if characters are not to progress too quickly. It is left to the DM to design Saltmarsh from the guidelines provided, which give the feel of the town and simplify the task.

The provided first level characters come equipped with magic items: I fail to see how this can be justified, as the module is not difficult enough to warrant the bestowal of magic before play even begins. Magic items should be found by players as treasure and not come as handouts from the DM. However, *TSR (UK)* are to be congratulated on their first module, the series should prove to be interesting and entertaining.

The Secret of Bone Hill is designed for 2nd-4th level characters, the adventure takes place in and around the fishing port of Restenford. The town and the surrounding wilderness are detailed with wilderness descriptions being particularly colourful. A good feel of the area is given and the whole module provides an excellent background for a campaign. Unfortuately, it provides little more than this on a long term basis. L1 primarily sets a scene, with adventures along the way. Parts of L1 are not needed until the arrival of L2 and so trying to run this module on its own could prove to be a frustrating experience as the designer has given little indication of what L2 will contain or how many more modules there are likely to be. With the arrival of L2 this should become an enjoyable adventure, having the basis for some very interesting role-play situations.

The G series first appeared in 1978 and their printing under one cover has reduced the price at no detriment to the quality. The original tournament characters are included (though they do not conform to the *PHB*, check them before use) as are the spells *crystalbrittle* and *energy drain* which were absent from the originals. Character levels 8-12 are recommended by *TSR*, though a 14th level thief and 13th level fighter are included among the nine listed characters (who all have two *Potions of*



Extra Healing) so be warned, these modules are tough. I would suggest not playing these unless you have been playing for a few years, success depends more on player skill than on high character levels and DMing adventures of this level can be a nightmare unless you have had plenty of experience.

Designed for use with Basic Set, the *Palace of the Silver Princess* is an excellent introduction to the game for new DMs and players, being fairly simple to complete and play. Included for the DM is a glossary of unfamiliar terms and helpful hints on play. The adventure opens with a programmed section similar to the format used for solo adventures. This covers the entrance into the palace and introduces the DM and players to the feel and mechanics of the game by suggesting courses of action. After this the rest of the dungeon is given in standard form. For a first adventure this is excellent and it ought to replace B2 in the Basic Set.

Castle Amber is the second module for use with the Expert Set and is an attempt to bring randomness back into *D&D*. The 3rd and 6th level party become trapped in Castle Amber where they are beset by members of the Amber family. Escape lies into a wilderness on another world where magic is frowned upon and spell casters may well come to the attention of the Inquisition. Non-humans are going to have a hard time here as they will be very conspicuous. Amber Castle depends a lot on chance leaving little room for skill and at times can be deadly.

Out of the five modules, only B3 and G1–3 don't leave me with reservations, U1 and L1 will be good modules, at present they are incomplete and leave you hanging in the air until the rest of the series is available. I don't recommend X2 unless you like chaotic adventures and designing urban areas.

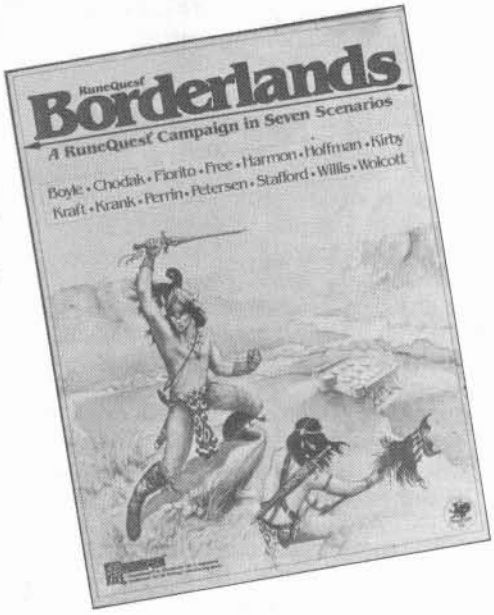
Overall: U1-9; L1-8; G1-3-10; B3-10; X2-6

Jim Bambra

BORDERLANDS
Chaosium **£12.95**

Chaosium are to be thoroughly congratulated for this boxed scenario pack, which is the perfect answer for any GM who does not have the time to construct a whole campaign of his/her own and needs something for middle-range players (the skills range recommended for most is about 35-70%, with high weapon skills, even up to 80%. A skills master leader and 1-2 beginners is suggested as ideal for the scenarios). It provides seven major adventures, and scope for any number of interesting minor encounters, in the course of a year's mercenary service under a Lunar Empire Duke, given honorable exile to a remote part of Prax and building up a new domain there. The mercenaries are imagined to be recruited in Pavis, and their contract, of which the box contains two copies, provides useful background information that they will have acquired there. Each scenario is individually bound, and the box also contains a large-scale map of the domain and two very full aids to the GM, a handbook containing much general information and a richly detailed encounters book. Everything is well-presented, with a minimum of misprints and several fine illustrations by Lisa Free (I particularly like the box cover). For the curious and studious, the history of Prax is brought up to date, spirit cults are explained, there is further information on many of Prax's peoples, and some new treasures are described, presented in addition to many from *Plunder*.

The scenarios are nicely varied, generally increasing in complexity and potential danger; they involve a preliminary patrol, clearing out outlaw ducks and disease-bearing broos, rescuing the Duke's daughter from a tower full of Tusk Riders, investigating and clearing the temple-base of hostile newtlings, stealing condors' eggs, and finally what looks a very demanding expedition to Gonn Orta's castle in Balazar,



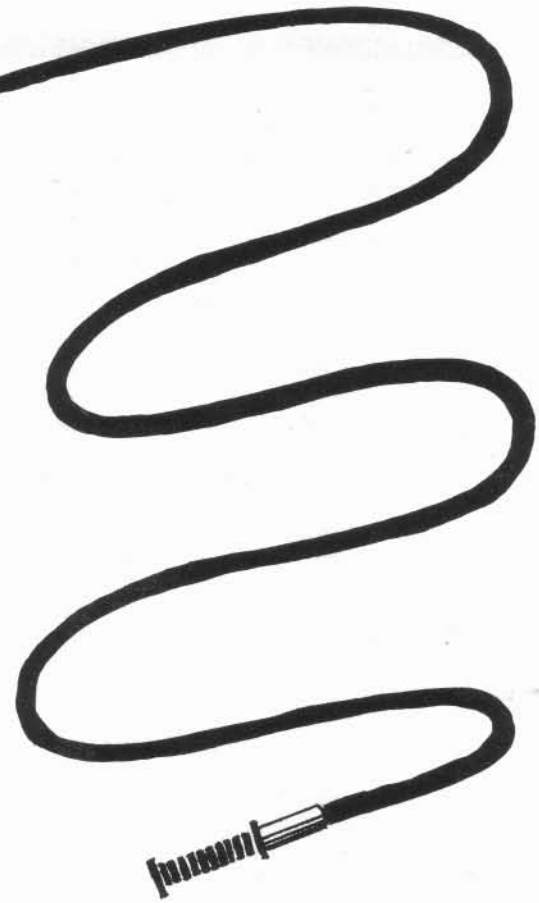
to trade for an item of enormous value to the Duke, thus allowing a link-up with *Griffin Mountain*. Scope for the GM's independent development of scenarios is provided not only by the possible encounters, but by the neighbouring oasis, Horn Gate, of which very few details are given except that Healers are based there. A Rune Master is recommended for dealing with the broos, and cleaning out the newtling temple will be a major expedition; otherwise, the players will be basically on their own except at the beginning and end. The scope for role-playing progresses to some extent throughout, and is always present in the sense that the players must behave in the knowledge that they are hirelings, who have by agreeing to the contract accepted the control as well as the protection of someone considerably more powerful than any of them, who will expect prompt obedience. Until the end there will be little scope for independent action, and breaking the Duke's law will lead to summary punishment if detected (eg attempting to improve your Hide Item or Pick Pockets skill). This is realistic: footloose adventurers are low on the social scale, likely to be viewed dubiously as potential troublemakers by the powers that be in a world like Glorantha. But faithful service will be rewarded: the terms of the contract allow for training, provided by the Duke's weapons master and priest, as well as pay, subsistence, and protection from enemies and other external dangers.

A nit-picker like myself can usually find what seem to be errors or areas of uncertainty, but there are few of any real significance. GM's may like to note that the weapons master and priest are credited with more spell-points than they can have active in their minds at once, so must suppress something. Also, if the weapons master were once a Sword of Humakt he would have at least 2 geases, probably more, and these might well have been intensified as retribution for leaving the cult [*Cults of Prax* p37]; if he belonged to the comparable Lunar cult he might escape this, but still have geases. The value of the magical items taken for trade at Gonn Orta's castle is considerably below what it should be according to *Griffin Mountain* p169, and the same applies to the Yelmalio dagger carried by an Impala tribesman. More generally, the hostility that all animal nomads will feel towards horses and their riders is not brought out until the last scenario, although it would surely be an important factor in encounters. On the topic of broos, about whom more information is given: these are some of the most realistic so far – some carry only minor diseases or have ineffective Chaotic features, and the Rune levels of Thed or Mallia are well-presented – but none have positively harmful Chaotic features, though these are available through the Curse of Thed (do broos so afflicted survive the rigours of broo life?), and it is still, as far as I am concerned, unclear how they transmit disease simply by being in melee with you, whether, once inflicted, you are yourself infectious, whether one has to purify objects taken from them (if not, why bother to detail their wealth?), and so on. It also becomes clear from the fact that the Duchess dies quickly of 'chronic' shakes, and by comparison with *Cults of Terror* p30, that a disease now has four stages, 'mild' being presumably the loss of 1 point a month, 'chronic' 1 point a day – but this is nowhere explicitly published, to my knowledge. GM's must have been making their own decisions about my questions, but we could use some guidance on this whole area. One minor error noted in connection with the broos encounter group: all have an unnecessary extra Strike Rank with the bow.

But, overall, this seems to me a splendidly organised and presented campaign. The individual scenarios could be lifted or adapted for a GM's own campaign with little difficulty. Scenario packs from *Chaosium* are getting better all the time; long may this continue.

Overall: 10 **Oliver Dickinson**

Lashing out



Whips in D&D
by Phil Masters

Whips occupy a somewhat uncertain position in the world of *Dungeons & Dragons* (and its many cousins); statistics are rarely provided for their use although some hobgoblins carry them. Magical, or magically-used, whips are noted in passing, in the hands of some demons or in the form of 'feather tokens', but simple, un-enchanted lashes rarely appear; probably because whips have never actually seen much service as weapons in the real world – and the reason for that is they simply don't make very good weapons. A whip can hurt, obviously, but it is unlikely to kill, or even wound effectively. A skilled user may be able to place highly accurate whip-blows to blind, say, or even strangle, but the time spent learning such an art could generally be better spent mastering other, more conventional, and more deadly, weapons. Thus history contains no whip-wielding troops that I know of (other than officers in a few slave-armies), and fiction has given us relatively few users of whips or whip-like weapons except oddballs such as Piers Anthony's *Sos the Rope,* and, of course, Indiana Jones of *Raiders* fame.

The fact remains, however, that the occasional whip can help make life more interesting for adventurers, and so here are two new weapons; the *whip,* a 5'-10' strip of strong leather with a hand-grip, and the cat (-o'-nine-tails), a shorter, multiple-thonged implement, the strands of which may be set with jagged metal fragments. In addition, 'specialist' whip users must not only select the whip as a weapon to be used with proficiency, but must also forgo opportunities to select two other weapons in order to practice and gain extra skill with the whip. Non-character races using whips always rate as non-specialists.

For spell-using classes, whips are obviously 'symbolically' wrong – they draw blood, they are designed to hurt (rather than assist) natural beings, and are weapons for skilled personal combat. For thieves and monks, they are simply too cumbersome and unwieldy, while berserkers would find them impossible to use while mad with battle lust. Paladins and rangers would see that whips and cats are designed to inflict pain. A whip-user does not aim to deal with his or her opponents by the simplest possible method, but rather sets out to cow and hurt other creatures, bending them to his or her will. Thus I cannot see a paladin dreaming of using a whip; rangers might just, as their usual function is to 'whip the minions of darkness back from the fringes of civilisation', as it were, so DMs may choose to make their own ruling on this, but my feeling is that 'good guys don't try to hurt people'. So, either kind of whip can be used by fighters, but not by paladins, rangers, or berserkers; both can be used by barbarians and assassins.

Incidentally, none of this means that no good character can use whips; they are not totally evil, just unpleasant. However, any DM who sees a 'good' character enjoying inflicting pain should point out the implications.

Whips and cats are ineffective against undead or creatures that cannot be harmed by normal weaponry (unless the whip itself is enchanted, in which case the latter can be hit if not undead), or against creatures that are specifically immune to pain.

Magic Whips.

After the name of each, an experience point value is given, then a monetary value in gp.

+1 Whip (350xp, 1,000gp). This whip gives +1 on 'to hit' dice when in use, but otherwise functions as the normal kind.

+2 Whip of Power (500xp, 2,000gp). This whip gives wielders +2 'to hit', and always has its effect on the 'Specialist Whip' column. Users with actual Specialist Whip skills can also claim +2 on 'effect' dice, and a modified score of 13 or 14 has effect 3,XP.

+1 Whip of Lightning (500xp, 2,500gp). This whip has a number of fine metallic threads running through it and down its length, as do some ornate non-magical whips. It functions as a *+1 Whip,* but on hitting, in addition to normal effects, the whip inflicts 1d8 electrical damage (cf *shocking grasp* spell). This drains the whip of one charge; it can hold up to 40, and when found will have 4d10 remaining. If all charges are drained, the whip becomes an ordinary +1 type. The whip can be recharged by an MU of eighth level or higher.

+1 Scourge of Pain (1,200xp, 7,500gp). This is a magical cat-o'-nine-tails that gives its wielder +1 to hit. On hitting, it subjects its victim to horrible burning pains lasting 2d10 rounds, causing penalties of -4 to hit and -2 on dexterity (cf *symbol of pain* spell). If the whip has scored three or more hits in the preceding 24 hours, each subsequent hit has a 5% chance of draining the scourge totally of *all* magic.

Lash of Servitude (1,500xp, 10,000gp). This whip, made of the tanned hide of a lemure, has a potent magic cast into it. It gives the wielder +2 to hit, and he or she may select one of three possible effects if a hit is scored:

1. Throw on Specialist Whip column of Effects Table with +1 on dice; actual specialist whip users gain +2.

2. Throw on ordinary whip table, but also magical effect. Victim must save vs spells or surrender to the wielder's commands for 6-24 (2d10+4) turns. If save is made, the victim is subject only to rounds of minor confusion, with spell casting 25% likely to fail, attacks at -4.

3. Throw on ordinary whip table, but also magical effect. Victim must save vs magic or be paralysed 5d4 rounds as by a *hold monster* spell. If victim's save is successful, victim is *slowed* 50% for 1d4 rounds.

Use of a *Lash of Servitude,* knowing what it is, may strain good characters' alignments somewhat, although circumstances may be argued as justifying it.

Lash of Wrath (600xp, nil gp). This type of magical whip appears as, and in tests will act as, a *+1 Whip* and when used it will give +1 to hit. However, when first used in anger, two effects will set in. Firstly, the whip will become fixed in the wielder's grip, requiring a *remove curse* (10% chance per caster's level), *dispel magic* (5% chance per caster's level), or some form of *wish* (automatic) to remove. Secondly, although the whip's blows have normal whip effect, they also act to *enrage* anyone struck; if the victim is already attacking the wielder, he or she will continue to do so, and if not, he or she is 70% likely to start doing so immediately (otherwise, attack least liked being present). Enraged victims attack without shields or thought for life, gaining +1 to hit, doing +3 damage on any blow, and gain (temporarily) 5 extra hit points (cf *emotion* spell). Rage lasts 3d6 rounds.

Scourge of Heaven (1,750xp, 10,000gp). This rare weapon, made of woven fibres of plants grown in the palace garden of Bahamut, is a magical cat-o'-nine-tails dedicated to the cause of Lawful Good. Evil characters attempting to wield it must save vs wands or take 4d6 damage and permanently lose two points of constitution; a successful save means only 1d6 damage and no constitution loss. Chaotic or True-Neutral characters can wield the scourge, but it will give them -2 to hit except against undead. Chaotic Good characters can wield

it with no bonuses or penalties; Neutral Good or Lawful Neutral gain +1 to hit with the scourge, but only Lawful Good wielders gain the following full powers:

1. +3 to hit.

2. Evil beings of mortal stature (men, demi-humans, humanoids, animals) and eight or fewer hit dice/levels are affected as by a *Scourge of Pain.*

3. Evil *characters* of ninth or higher level must save vs magic if struck; failure indicates an effect as a *Scourge of Pain,* success means that lesser pains are produced; -2 to hit, -1 on dexterity, duration 1d6 rounds.

4. Up to three times in any 24 hours, the scourge will produce one of the following effects; *lower water* (as a ninth level cleric), *hold plant* (as a ninth level druid).

Non Lawful Good characters can use the following powers as well as their Lawful Good counterparts:

1. Evil creatures of the lower planes (demons, devils, night hags, etc) must save vs magic if struck by the *Scourge* (magic resistance applies, but consider the *Scourge* as 20th level); failure will despatch the being to its plane of origin.

2. Undead can be attacked by the *Scourge* (it is the only whip-like weapon that can effect them), and respond as if a seventh level cleric had attempted to turn them; even if they survive the assault, the creatures take 2-5 points of damage, and will prefer to avoid the scourge and attack other opponents if possible. ■

Weapon Statistics Table

Whip Type	*Wt.*	*Space Req'd*	*Speed Factor*	*Length*	*Price*
Whip	40gp	6'	5	5-10'	4gp
Specialist Whip	40gp	4'	2	5-10'	4gp
Cat	25gp	3'	4	3'	6gp

Armour Class 'To Hit' Adjustments

Whip Type	*Armour Class* 10	9	8	7	6	5	4	3	2
Whip	+3	+1	+1	0	0	-1	-3	-5	-7
Specialist Whip	+5	+3	+2	0	0	-1	-2	-5	-7
Cat	+3	0	+1	0	0	-2	-3	-5	-7

If a hit is scored, roll d12 for effect

Effects Table

Dice Roll	*Weapon Type* Whip	Specialist Whip	Cat-o'-nine-tails
1	L	L	L
2	L	P	P
3	P	P	P
4	P	XP	P
5	P	XP	P
6	P	B	P
7	P	S	XP
8	XP	1	XP
9	XP	1,P	XP
10	1	2	1
11	1	2,P	2
12	2	3,P	2,P

Key to Symbols Used

Where two symbols are given, divided by a comma, both effects apply.

L: *Loss.* The whip or cat is entangled or caught and snatched from the wielder's hand. It must be picked up before it can be used again.

P: *Pain.* The victim attacks at -1 'to hit' on his or her next *blow.*

XP: *Extreme pain.* The victim attacks at -2 'to hit' for one full *round* of melee.

B: *Blinding.* The victim has been hit in the eyes and is sightless for 2d4 rounds, with a 5% chance of having to save vs poison or contract an eye infection (see *DMG*).

S: *Stunning.* The victim is stunned and immobile for 1d6 rounds.

Numbers indicate an equivalent number of hit points damage. Note that strength adjustments to damage do not work for whips and cats, although 'to hit' bonuses do.

Victims in pain or stunned cannot cast spells for one round (pain), or the duration of the stun effect.

The effect of these rules should be to limit whips and cats fairly heavily. A few users should still remain, however, including some pretty colourful NPCs.

RuneRites *is a regular department devoted to* RuneQuest, *edited by Oliver Dickinson. This issue, we have some new weapons.*

Weapon Quest!

New Weapons for RuneQuest

by Andrew Brice

I have had a fair bit of reaction to the first column on Unarmed Combat, and aim to run a second column on the same subject soon, so any further ideas should be sent to me fast. But other stuff has been accumulating, so here is an assortment. Since, as Borderlands *informs us, the Lunar Empire defeated the Praxian nomads at Moonbroth partly by the use of caltrops, what better way to start than with Andrew Brice's adaption of them to* RQ, *and the shuriken, followed by a questions and answers session.*

The Caltrop

This is a small spiky ball, whose spikes are in a tetrahedral arrangement, so that no matter how it is dropped one spike points upwards; usually it is poison-tipped. Caltrops are most effective in dimly lit places, where those retreating can sow them in front of an over-exuberant enemy. They are not handled like normal weapons, but usually carried in a pouch, in groups of 10 (ENC 1; cost 30L); great care must be taken in handling them, especially if they are poisoned [*OD:* I suggest a DEX roll, as with applying Blade Venom, or thick gloves!]. One dose of poison can coat 4 caltrops. They are not generally available.

If the caltrops are thrown instead of hand-spread, they tend to spread out, and due to the possibility that they will not spread evenly, the chance of coming to grief on them is only two-thirds what is shown on the table. They can be carefully brushed away with the foot (which may hinder someone else), or a character can pick a way through; the Movement Factor and chance of coming to grief in each of the two modes are shown, as well as that for hitting one if they are not known to be there, for different degrees of density of spread of a group of 10. A path can be cleared in twice the time, for half the risk.

Area spread over, in sq metres	*Chance of hit if not detected*	*MF req'd to clear path, with chance of being hit*		*MF req'd to pick way, with chance of being hit*	
0.25	95%	⅓	10%	½	40%
0.33	90%	½	8%	⅔	35%
0.50	60%	⅔	8%	2	20%
0.75	40%	1½	6%	3	10%
1.00	30%	2	5%	4	6%
4.00	10%	4	3%	5	3%

If a character comes to grief, he/she is allowed a saving throw of DEX x 2 or less. A normal caltrop does 1d4+1 damage; sandals or boots only have an armour factor of 1 or 2 [*OD:* Do chainmail trews cover the feet, as medieval plate armour certainly could? Even so, they ought to hinder progress, if caught on the foot]. Much larger caltrops can be used on animals such as elephants; the damage inflicted by a caltrop is dependent on the victim's weight, with a maximum because of the length of the spike. Creatures with larger or smaller feet are more or less likely to touch a spike. A person or creature whose hit points are exceeded in the leg(s) may fall, with disastrous consequences; the body could then be utilised by unscrupulous characters to provide a bridge!

The Shuriken

Commonly known as the throwing star, this is generally utilised by assassins because of its small size and the possibility of coating it with poison or Blade Venom (one dose coats three).

STR	*DEX*	*Damage*	*HPs*	*Cost*	*ENC*
—	12	1d3	—	10	0*
Range	*Rate*	*Basic*	*05-25%*	*30-50%*	*55-75%*
15m	S/MR	05%	300L	600L	1200L

* [*OD:* I suggest 4 = 1 ENC, or perhaps 5]

Flails and Morning Stars

The flail is very difficult to parry, and the chance to parry one with a weapon should be half normal, but if the parry is successful the flail, like a hafted weapon, should inflict no damage on the parrying weapon. They do damage as normal against a shield; a parried Crush attack will mean that the flail curls around the shield and inflicts normal damage in a random area. (One might apply the same rule to weapon parries). In consequence, a flail cannot be used to parry [*OD:* I don't see this; the haft could be used, surely, which should be fairly substantial on a flail. 2m, according to *RQ*. The chains could also be used to entangle a weapon-blade or haft and perhaps pull it from the opponent's hand, but that would require working out separately. At any rate, a flail/morning star parry should certainly not do damage].

Queries

I have received a fair number of these in letters, which I have answered separately; here I pick out some of those that seem most interesting, and also publish answers given by Steve Perrin to some questions by S Birley.

S Birley: Can you bind a spirit with a greater POW than your own?
No, its POW must be reduced by spirit combat to lower than your own at the time of binding.

S Birley: Can an allied spirit initiate spirit combat?
No, but a Shaman's fetch can.

S Birley: Can Rune magic matrices be created, and how?
By sacrificing for the Rune spell and for *matrix creation,* and then using Divine Intervention as well. Once the matrix has been created, a Priest may use it as if it had been sacrificed for, while an initiate of the creator's cult may use it by permanently sacrificing the appropriate amount of POW each time.

A Brice: Can a Shaman command one of his controlled spirits into combat?
OD: To judge from *RQ* p43, I would think so, but he cannot control what it will do, and if its POW is or becomes 5 points lower than its adversary's, it will not fight. I should imagine this applies to spirits of disease controlled by a Disease Master of Mallia, also.

A Brice: How available is iron, and how much more expensive?
OD: Iron seems fairly rare, but there is enough in circulation for Rune Masters to use it frequently. Note that Rune Priests may certainly use iron armour, but must sacrifice 1 point of permanent POW for all items possessed (more than 1, if these are acquired on separate occasions); thus, the Priests in Keyes' *Runemasters* do not have iron armour, because, presumably, they have sacrificed for Rune magic instead. As Steve Perrin says in *WF12,* even initiates may have iron weapons or armour, but they need to make an initiate-type Divine Intervention to be able to use it — chancy, and probably expensive in POW lost. If this sacrifice has not been made to enchant iron objects their use will prevent the casting of any Battle Magic (I assume that simply having such objects, say in a horse or mule-pack does not have this effect, but carrying them might). The best guide to cost is in *Griffin Mountain* p70, where iron weapons are stated to be ten times the cost of bronze, the same assumption is made by *Runemasters,* pp4. ■

A Guide to Dungeon Mastering

Part II: Monsters & Magic

by Lewis Pulsipher

An important part of DMing is placing monsters and magic items in some interesting adventure setting. At one time most DMs distributed these more or less randomly, but this mindless method is bound to be unsatisfactory.

A novice DM tends to make monsters easy to kill, relying on extremely numerous or extremely powerful monsters to frighten adventurers. He tends to place monsters in homogeneous groups, a single race per room or region, where they can easily be surprised. Homogeneous groups can be easy prey for a party of adventurers which has the advantage of co-operation among characters with quite different abilities — MU offensive magic, clerical defensive magic, fighters, and thieves. A good DM will sometimes cause a monster to gather a group of disparate creatures together to take advantage of dissimilar powers, just as the adventurers do. Fortunately for the players, monsters tend to lack spell casting abilities; nonetheless, a pretty formidable monster group can be gathered. Certainly any really powerful monster, such as a beholder or devil, will have a variety of minions to serve him and to remedy weakness of his own powers, and the more intelligent ones may arrange to re-model their abodes and set up alarms and traps.

When you place monsters in a dungeon or other area, think not only about how they interact with the adventurers, but how they interact with each other. The classic error is to place a monster in a room which can be reached only via another room occupied by another (hostile) monster. How could this situation have occurred? More broadly, if monsters live near one another, why don't they kill each other? There must be some relationship between them, whether slave, ally, or enemy. Furthermore, where do the monstrous inhabitants find food and water? Where do they get their treasure? When you first begin to DM these details may be more than you want to bother with, but ultimately your places of adventure will be improved by attention to such questions. Similarly, if and when you begin to devise your own monsters, don't just throw statistics together and think of odd abilities. Consider how evolution ('survival of the fittest') and ecology affect, and are affected by, the monster. For example, 'cleanup crew' must be the least fecund and least numerous of all dungeon monsters, or else they'd clear every dungeon of other creatures because most monsters have no defence against them. (By the way, although monsters have infravision, the intelligent ones would normally use light underground because that allows them to see their surroundings much more clearly.)

A DM can kill any number of player characters if he wants to. This is *not* the object of the game. Moreover, the defensive strength of a well planned complex in a dungeon is such that, if *D&D* were a competitive wargame between one person playing the monsters and others playing the characters, the monsters would often win. That's why dungeons are arranged in increasing level of difficulty, unrealistic as it is. *D&D* is a game, the players expect to have some fun, and from this arises the unwritten rule that governs every good *D&D* game: if the players are wary, intelligent, and imaginative, and therefore play well, they should succeed. The DM mustn't feel that he is 'letting the side down' if the monsters fail to kill adventurers. It should not be 'my' troll that dies, but merely 'a' troll (which may have deserved to die, who knows?). Your job is to make the game exciting and challenging. Any dope of a DM can kill characters, but only the better DMs can run consistently good games. In the ideal session the players should escape almost literally sweating with fright, but perhaps with some reward and with no one dead (or at least, with no one irrevocably annihilated). Most DMs err by making everything too easy, but to err the other way is even worse, for you'll find yourself without any players.

Try to maintain some reasonable ratio between the type and number of monsters occupying an area and the magic items they possess. Ask yourself how the monsters might have obtained the items. For example, are orcs, even hundreds of them, really likely to possess a *fireball* wand? No doubt the wand was originally owned by a rich or powerful magic-user. How could mere orcs acquire it from such a person? (It's possible, but most unlikely.) In a typical *D&D* world most monsters cannot use any kind of magic except weapons and protection. One reason why humans are dominant in the *D&D* universe is their ability to use all kinds of magic items, while monsters cannot.

If monsters have magic items which they can use, they should not leave them sitting in their treasure chests. But don't give weak monsters magic weapons in order to make them more dangerous. It's too easy to defeat such creatures with spells without resort to melee. The player characters will undoubtedly obtain the magic; the increase in the power of the monsters is not commensurate with the risk that the characters will benefit immensely.

In general, magic items should be rare, valuable, *wonder-full,* not commonplace. Items which are expended when used (such as scrolls and potions) are the best treasure, for the players can have their toys without becoming over-powerful headaches for the DM. One of the bigger mistakes an inexperienced DM can make is to introduce runaway escalation of magic spell and item powers. Examples of such is magic which will go through an anti-magic shell or any device which defeats the immovable object or the irresistible force. One soon encounters force blades which will cut anything and collapsium armour which stops everything. Who knows what happens when the twain meet? In the process you've ruined the game. The solution to the paladin with his *Holy Sword* is not to give players or monsters something super-powerful to defeat him; rather, let the sword be very rare and hard to obtain in the first place. You'll find that your campaign is much more manageable as well as more believable.

As a DM you must read spell descriptions (and additions in the *DMG*) with care. Wherever there is a doubt choose the meaning which most limits the spell's effectiveness. It's just too easy to *web* a group, pour oil on them, and burn them to a crisp, too easy to use *magic jar* to wipe out small groups of creatures (possess them one by one and start a fight amongst them). If you think it's necessary to change the rules to weaken a spell, do so! If players complain that spells are too weak, remind them that enemy MU have similar handicaps — and men are the most dangerous 'monsters' you can meet.

Higher-level magic-users will dominate the game unless you keep close watch over the rule interpretations; even if you do, you'll have to accept that MUs are the most powerful characters. Most players cannot impose reasonable limitations on themselves — the DM must do it. Don't lean too hard on low-level MUs, who do have their difficulties, but don't be afraid to change your methods as the MUs progress.

You can find plenty of advice about monsters and magic in the *Players Handbook* and *Dungeonmasters Guide.* Read it!

Next issue: Part III: Some Conclusions. ■

Green Horizon

by Marcus L Rowland

KEY TO MAP 2: HEAVY WATER ELECTROLYSIS PLANT
1CM = 15M
10M CONTOUR LINES, TAKING COMPLEX PLATEAU AS 0
BARBED WIRE
RAILWAY LINES
ANTIAIRCRAFT POSTS
SEARCHLIGHT TOWERS
TANKS
TRUCKS
MOTORCYCLE COMBINATION
SLIT TRENCHES

BUILDING 3
BUILDING 4
BUILDING 2
footbridge
pipe trench 3m deep
crane
train
steel bridge
GATE HOUSE
BUILDING 1
UPPER TURBINE BUILDING
overhead cables and pipes
FACTORY
EHT cables over pipes

A Traveller Scenario for 6 or more players. Referees will need Books 1-5 and Supplements 1 & 2.

MAP 1: STARSHIP 'XXISTR RNIAK' (GREEN HORIZ
Symbols Translated To IISS Standards.

Scale: 1 square = 1.5m

1: Control room
2: Shaft to turret
3: Missile launcher
4: Scan Antennae

5-11: Staterooms
12: Emergency vacc suits
13: Sensor room
14: Sick bay
15: Galley

16: Power room
17: Commons
18: Upper drive room/air raft
19: Hold (Two decks high)

19: Hold
20: Suit room/Armoury
21: Air lock (under wing)

22: Lower drive room
23: Wings
24: Radar antenna
25: Hatch/Entdi
26: Comm

A DEC
Dorsal tur
B DECK
C DECK
Fuel Tankage
Computer
Manoeuvre Drive
Air Raft
Power Plant
Jump Drive

Mass:
Dimens
Crew:
Accelerati
Jump:
Power plan
Engineering
Gravities:
Electronics:
Range:
Armament:

MAPS 3 & 4: FACTORY & FACTORY BUILDINGS

FACTORY
UPPER TURBINE BUILDING
OVERHEAD CATWALK AND PIPES
TO ROOF
EHT CABLES (10m up)
25m
EHT CABLES OVER PIPES
ROOF
NCOs office
showers
BUILDINGS 3 & 4

SCALE: 1 SQUARE = 1.5m
TELEPHONE
RADIO TRANSCEIVERS
FIRST FLOOR
GROUND FLOOR
BUILDING 2

Grüner Horizont
Berlin, den 2 Juni 1944

Geheim
Kommandosache!

MODULE 1: Introduction
Long ago, before the rise of the Imperium. . .

On a routine trading flight the starship *Green Horizon* ran into trouble. Ambushed by privateers and severely damaged, the Captain was forced to order an emergency jump. For a week the crew struggled with various malfunctions, knowing that the ship might well be lost when it returned to normal space.

As the ship rematerialised the jump drive blew out, showering its compartment with molten metal and killing the Second Engineer. In the resultant confusion it was several minutes before the Navigator realised they weren't in the target system, and that a misjump had occurred.

After several hours work the Captain finally reports to the crew: 'I'm glad to say that we've materialised in an explored sector of space, and we're close to a habitable world, though it sounds a bit primitive. If we can fix the jump drive it's only two parsecs to the nearest base. I'm setting course for the planet, if we can't fix the drive we might as well be in easy reach.'

Cracking her blue knuckles she adds 'By the way, the computer says the planet's called Earth. Anyone ever heard of it?'

MODULE 2: Library Data

THIS IS A TRANSLATION

EARTH/ WSA 1008/3 :: X8678734 G :: Size 1, Gravity 1, 1 moon. Star G.

The planet's atmosphere is contaminated with various forms of mould spore and bacteria which have a cumulatively lethal allergenic effect unless filter masks or immunisation are available. Highest concentrations are at the equator, the polar and glacial zones are habitable without protection for short periods.

The planet was surveyed in 8755 (Translators note: 120 Ksiff years ago) at which time local governmental forms ranged from 2 to 4 and 9 to D. In accordance with standard Ksiff Conglomeration laws (see section 124355 Uniform Penal Code) the planet has been declared a cultural quarantine zone, pending emergence of a unified planetary government or self-destruction. The penalty for any form of cultural contamination is imprisonment or death.

Ksiff Universal Data Encyclopaedia, 202nd Edition

MODULE 3: Briefing
As the ship approaches Earth, it quickly becomes apparent that the library data is somewhat outdated. The vessel carries sophisticated surveillance and sensing equipment which soon picks up numerous signs of a type 5 or 6 technology, including radio and radar transmissions and massive electrical static. By this time, a majority of the damage is repaired and it seems certain that the jump drive can be restored if at least 5 kilogrammes of Deuterium Oxide can be added to its neutron damping system.

Taking up a polar orbit the ship begins to survey Earth, eventually finding traces of the chemical over a glacial Northern country where a factory is producing the material.

Accordingly the Captain decides to attempt a secret landing somewhere near the plant and try to take some Deuterium Oxide without attracting the natives' attention.

MODULE 4: Starship 'Xxistr Rniak' (Green Horizon). See Map 1
The *Green Horizon* is a typical merchant explorer of the Ksiff culture, and is used in a variety of roles. With the following exceptions, the ship's equipment is similar to that of later Imperial vessels:

The sensor room (13) incorporates a variety of detection gear including a psionic amplifier (see Crew). The common room (17) has usual games computer and exercise machines (A) but also a large mud wallow (B) and fresher (C) since communal wallowing and bathing are important social functions among the Ksiffchi. The drive room (18) holds the Air/Raft but though both the ship and the raft are submersible the room's hatch cannot be opened underwater since the drives would be damaged. The suit and armoury room (20) holds full vacuum suits for all hands (suits in emergency lockers 12 are lightweight plastic without armour or radiation protection, 50 rounds air supply) and the following weapons: 6 missiles (see ships armament), 3 carbines, 4 pump shotguns (7 shots), ammunition. There is also a pack of 15 filter masks with normal survival supplies.

The ship is carrying a variety of cargo including domestic goods, military supplies, trade goods and food:

12 cases x 16 bottles 98% flavoured alcohol; 20 frozen carcasses (non-sentient herbivore) in freeze container; 2 empty freeze containers; 1 freeze container holding corpse of 2nd Engineer;* 45 cases x 144 sachets plant seeds in spiced sauce; 125 canisters fire-retardent foam; 16 inflatable boats; 48 spades; 6 tonnes assorted domestic glassware; 330 tow-litre cans white paint; 45 bales aluminised plastic film (light sails); 500kg medical supplies (suitable for silicon-based life forms, not Ksiffchi [or humans]).

7 containers military stores: 1 suit battle dress; 2 suits combat armour; 2 light assault guns +24 clips each HE and flechette ammunition, scopes; 3 Advanced Combat Rifles (ACR) + 27 clips HE ammunition; 1 Plasma gun (equivalent to PGMP-12); 15 x 1kg blocks plastic explosive; 8 radio detonators, 12 time pencils.

120 domestic video receivers with integral surveillance cameras; 2 lift belts.

* The corpse is carried in the hope that revival will be possible when the ship reaches an advanced planet.

SPECIFICATIONS (translated to nearest human equivalent):

Mass:	560 tonnes, 7600 cubic metres.
Dimensions:	45.5 metres L; 14 metres H; 19.5 metres W; 31.5 metres Wingspan.
Crew:	7; Captain/Pilot, Navigator/Computer programmer, Engineer, Medic, 2nd Engineer/Cook, Linguist/Sensor operator, Gunner/Steward.
Acceleration:	1g, Emergency 1.5g (maximum 18 rounds).
Jump:	2.
Power:	1.
Engineering:	Fusion power plant with gas scoops, single jump drive, two impulse manoeuvre drives. Technological level 11.
Gravitics:	Inertial compensators, 1g floor fields.
Electronics:	Type 2 bis. computer with standard software plus integral fire control programmes, extensive communication and sensor gear.
Range:	Normal manoeuvre, two jumps, 315 tonnes fuel capacity, 104 days supply consumption.
Armament:	One dorsal turret with single pulse laser. Fixed forward missile rack, 4 missiles; 2 HE homing, 1 ECM deception missile, 1 combination Sand/Window/Flare missile. Four more HE missiles and one of each other type are carried inboard, but cannot be loaded without EVA. See also Air/Raft, Armoury, below.
Screens:	None.
Configuration:	Close structure, streamlined, light armoured, submersible (maximum depth 30 metres at normal pressure).
Capacity:	60 tonnes cargo, no passenger accomodation.
Ship's Vehicles:	1 enclosed Air/Raft with submersible capacity (max. 10 metres), maximum speed 180 kph, armament 1 fixed light machine gun.

MODULE 5: Personnel and Skills

1. IXXTEW WNIK: Female, height 1.2m, blue eyes, grey hair, blue warty skin.
Captain/Pilot Merchant Captain 47BB75 Age 38 5 terms
Pilot-3, Streetwise-2, Pistol-2, Vacc Suit-2, Computer-1, Cutlass-1 Mesh Armour

2. TANGJU RUL: Male, height 1.1m, black eyes, yellow hair, blue-grey warty skin, prosthetic right arm.
Navigator/Computer programmer Ex-Scout 1st Lieutenant 569AA9 Age 47 6 terms
Navigator-2, Vacc Suit-2, Jack-o-T-2, Computer-2, Rifle-2, Air/Raft-1, Pistol-1, Blade-1 Mesh Armour

3. OTNI HOO: Asexual, height 1.15m, purple eyes, brown warty skin, grey hair.
Medic Ex-Navy 1st Lieutenant 778966 Age 50 7 terms
Medic-3, Mechanical-1, Computer-1, Air/Raft-1, Shotgun-1, Brawling-1 Jack Armour

4. ESED PWASC: Female, height 1.3m, blue eyes, yellow hair, smooth blue-grey skin. A chlorophyll addict.
Engineer Merchant 3rd Officer 889A52 Age 44 6 terms
Engineer-4, Brawling-2, Vacc Suit-2, Bow Combat-2, Mechanic-2, Pistol-1, Carbine-1 Mesh Armour

5. UYRIG UNIG: Male, height 1m, grey eyes, grey hair, blue warty skin. A psionic.
Linguist/sensors Ex-Scout 2nd Lieutenant 55798B Age 38 4 terms
Linguistics-3, Survival-2, Surveillance-2, Carbine-1, Intelligence-1, Air/Raft-1 Mesh Armour

6. IJJ STARSWIMMER: Male, height 1.1m, green eyes, grey hair, blue/grey warty skin.
Gunner/Steward Merchant, no rank 798968 Age 21 1 term
Gunner-2, Steward-1, Sword-1 Jack Armour

Note on Ksiffchi: The average Ksiff is a warm-blooded marsupial 1 to 1.4 metres tall with hair on its head, arms, and back. They normally have extremely warty but dry skin, with the absence of warts a social stigma and a sign of congenital disease, mutation, or drug abuse. They have highly reflective slitted eyes with extremely good night vision and moderately good day vision, through a filtering third eyelid. They are happiest in moist conditions and feel uncomfortable in especially dry or hot climates. They can stay underwater without breathing aids for 3-8 minutes.

Most Ksiffchi names relate to places, clans, etc, and are not translatable. An occasional individual or family group will change their name to indicate a particular profession or interest, as in the case of Ijj Starswimmer.

The Ksiffchi honour psionics, seeking them out in adolescence for early training or testing on entry to military or civilian service. Uyrig Unig, for example, was tested on entry to the Scout service, found to have psionic talent, and given intense training by the service, with his service speciality being related to his talents as well as acquired skills. His talents are *Telepathy* (Level 5), *Clairvoyance* (Level 6), and Special (*Total Recall* — no strength penalty), with psionic strength 8. He has two ampoules of a drug analagous to booster. The psionic booster fitted in the sensor room amplifies his clairvoyance to permit limited effect from orbital distances without strength penalty. It is not portable since it weighs 180kg, requires computer backup, and must be attached to his head by 14 electrodes.

At the age of 48-55 Ksiffchi metamorphose into an asexual form with brown skin, but this has no other effects except that it often causes the breakup of family groups.

In addition to the weapons in the ship's armoury most crew members possess their own arms, carried or kept in their cabins: Ixxtew Wnik: Snub pistol, 2 clips each type of ammunition, cutlass. Tangju Rul: ACR + intensifier sights, 5 clips ammo, 2 blades. Esed Pwasc: Repeating crossbow and 21 bolts, revolver (5 shot) and 125 rounds. Ijj Starswimmer: Foil, 2 daggers.

MODULE 6: Objective and Surrounding Area — Long Range Sensor Scan
The objective is a factory building forming part of a hydro-electric complex and industrial plant near a small town.

The hydro-electric plant is in two sections, fed by pipes from a mountain lake, with the factory adjacent to the upper section on a mountain terrace. Pipes and power lines run down the mountain from the upper terrace to a larger industrial complex below, which includes various metal refining and chemical processing plants. The upper terrace, however, holds only the power plant, the factory, and a few other buildings which do not appear to be for industrial use. The terrace is connected to the lower area and surrounding countryside by several kilometres of winding road and by two parallel metal rods, also winding through several kilometres, which are probably supports for some form of ground transport. There does not appear to be any facility for aircraft on the plateau or anywhere in the near vicinity. The plateau is approximately 150 metres wide by 300 long, with a surface of moderately rough rock. There appears to be a road system connecting the buildings on the plateau. Several metallic objects of considerable mass (25-50 tonnes) were detected, probability 67% industrial machinery, 43% scrap metal dumps, 25% vehicles, 11% metal ore dumps.

Apart from the nearby town most of the surrounding area is apparently uninhabited forest and/or lakes. Most bodies of water are frozen, there is considerable snowfall.

MODULE 7: Objective and Surrounding Area — Detailed Information
See maps 2-4.
The factory is in German-occupied Norway in 1943. Heavy water is being produced as part of the Nazi atomic weapons programme. This is known to the Allies and there have been a series of Resistance, Commando and RAF raids against the complex.

Accordingly the Germans hold several hostages in the complex and have stationed anti-aircraft guns, troops, and tanks on the plateau. Reinforcements are available from the nearby town but will take at least 40 rounds to arrive, although Luftwaffe fighters can reach the area in 30 rounds given favourable weather conditions.

In the following description of German troops on the plateau all Troopers, NCOs and Lieutenants should be rolled on the Trooper encounter table [p39 *Supplement 1*], unless stated otherwise.

Troopers carry the indicated weapon used at skill level 1, on 8+ carry grenades. Those operating heavier weapons, vehicles, or communications equipment also have appropriate level 1 skills, in addition to their basic weapon and skill.

NCOs carry the appropriate weapon, used at level 2, and grenades on 6+. Those operating equipment have the appropriate skills, also at level 2. Additionally, on 7+ NCOs have a second level 1 weapon skill or level 1 brawling skill.

Lieutenants have weapon and equipment skills as NCOs, and carry a second weapon used at skill level 1 on 5+. On 4+ Lieutenants also have Command-1 or Driver-1 skills. German troops are unarmoured except for steel helmets.

The plateau is patrolled by 3-5 groups of two troopers accompanied by a guard dog (Chaser, 30kg, 7/2, Jack, Teeth, A8 F6 S2).
AA Guns: Manually loading, HE shells 88mm, chemical explosive, crew 6, TL 6. Crew-1 NCO, 5 troopers. Field telephone at each post. Fixed positions.
Towers: Wooden towers 10 metres high holding two troopers, one heavy machine gun, one arc searchlight, one field telephone.
Tanks: Heavy armoured. Crew: 1 lieutenant, 2 troopers, 1 NCO; armament: 7.5cm high velocity gun (HE shell), heavy machine gun, 2 smoke mortars. Max speed 40kph.
Motorcycles: Half-tracked with sidecar, light armour. Crew: 2 troopers; armament: 1 heavy machine gun. Maximum speed 60 kph.
Steel Bridge: Heavy road bridge with rails sunk in concrete for trains, will take weight of any vehicle on plateau but is not wide enough for more than one to pass. Guarded by 1 NCO, 5 troopers.
Footbridge: Narrow wooden structure, breaking strain 3 tonnes, width does not allow any vehicle except motorcycles to use.
Gatehouse: Guarded by two troopers with two dogs.
Building 1: Disused storehouse occupied by Germans. Room 1 is used as a guard room, holds 15 troops. Room 2 holds 2 NCOs and 1 trooper, plus a field telephone, filing cabinets etc. Room 3 holds 12 hostages (8 men, 2 women, 2 children), plus minimal furniture, bedding, etc.
The building itself is of brick and timber construction. Parked in front of the building is a tank, externally intact but missing various engine and gun parts. It has been cannibalised to repair the other tanks and is totally unusable.
Building 2: This building was constructed as the rail control room and coal depot for the complex but is now also used by the German commandant as his headquarters. 1: Locked store shed holding railway sleepers, oil lamps, engine parts etc. 2: Locked store shed holding coal. 3: Point control levers, indicators, etc. The room is occupied by two Norwegian civilian railway workers and three troopers. 4: Military communications room. The room holds two radio transmitters, the field telephone switchboard, a map table, and filing cabinets, and is occupied by four troopers and NCOs. 5: Commandant office. Occupied by the commandant — UPPA98789, Auto pistol, skills Pistol-2, Rifle-1, Command-3, SMG-1, and two lieutenants and an NCO. This building is also of timber and brick construction.
Building 3: Purpose-built barracks, constructed of steel-reinforced concrete. At any given time the building will be occupied by 1d6+6 troopers. If the motorcycle teams are not needed elsewhere they will also be in this building. The NCO's office holds 1-3 NCOs and 1-2 troopers, and is fitted with a field telephone.
Building 4: As building 3. If the tanks are not in action their crews are also based in this building, with the tanks parked outside.
Crane: This is a large diesel powered crane (TL 5) capable of lifting several tonnes. The engine is cold and will take 1d6-1 rounds to start, extremely noisily.
Train: The train is loaded with most of the heavy water produced by the factory over several months, and is due to leave at dawn preceded by troops on foot and accompanied by parallel road patrols with air reconnaissance.

Car A is an open wagon, and is to hold the Norwegian hostages next day. The engine (B) holds a German civilian stoker and is guarded by four troopers, all armed with SMGs. Car C is a wagon with high lightly armoured sides, and holds four troopers with a heavy machine gun, a light mortar, and a pack radio transmitter. The sides can be dropped to give the machine gun a clear field of fire.

Cars D, E and F each hold eight 20-litre containers of Heavy Water, the containers being made of glass inside steel canisters, chained and padlocked to the floor, and weighing 50kg. Each car is guarded by four troopers, with another inside the car. Car G is a flatbed wagon carrying a light anti-aircraft gun, 5cm HE shells, auto-loading, with 3 crew (2 troopers, 1 NCO) plus a pack radio. Car H is the control car, a lightly armoured closed wagon containing two lieutenants and three NCOs with two radio transmitters. The car is fitted with two heavy machine guns firing through slits, and stores on board include a pack flame-thrower, medical supplies, and tools for railbed repair. Four extra lengths of track are fixed to the car's side. When the train leaves next morning this car will also carry the German Commandant.
Upper Turbine Building: This is a massive reinforced concrete structure with spotlights fixed along its walls at regular intervals. There are two pairs of locked steel doors on its east side, both guarded by troopers with light machine guns occupying small sentry boxes (A).

The building's interior is brightly lit, and is dominated by six huge turbo-electric generators, each 4 metres high. Numerous EHT cables run from these generators to the ceiling cable network and to large transformer and rectifier units along the south and east walls (C). There is a series of large valve control boxes with protruding wheel handles along the north and south walls, manual backups for electrical valves operated from the control room (D). Six troopers patrol the main floor.

The control room (E) is a glass-windowed cabin on a steel scaffold three metres above the main floor level, occupied by three Norwegian engineers and an NCO. There is a long control panel under the window along the west side of this room, operating the generators, valves, etc. It is possible to use this panel to cut power to the complex's buildings and to the lower turbine and distribution centre; the latter would black out parts of the nearby town including the local hospital. If the water valves were also closed power would be lost throughout the town and for some miles around, including the supply to the lower Luftwaffe base. If power is cut to the complex only the radio and field telephone systems will continue to operate, since they are battery powered. There is a military field telephone and a civilian telephone in this room, and an alarm button.
Catwalk: The catwalk between the turbine building and the factory is a slippery steel structure, with locked steel doors at each end. Steps run up from each end of the catwalk to the roof of the relevant building. These steps are used by the AA gunners stationed on the building roofs. The catwalk is also spotlit.
Factory: Another massive concrete structure, also spotlit. There are bolted sliding steel doors in the east and west walls, guarded by troopers in sentry boxes (A). The building's interior is brightly lit, divided into two sections by a 4 metre high brick partition, pierced by a pair of locked metal doors.

In the NE corner of the north section is a glass-windowed office (B) holding the works manager, his secretary, and a German lieutenant. There are 3kg of platinum electrodes in the factory safe (X). The room also holds a field telephone and a civilian telephone, plus an alarm button. South and west of the office are machine tools and workbenches (C). By day 10-15 Norwegian civilians work there, at night 1-6. Four troopers and an NCO roam this area.

Parked by the steps to the gantry between this building and the turbine building are a fork lift truck, charged for 50 rounds use and capable of lifting 350kg, (D) with three trolleys which the truck can tow. The trolleys have independent lever-operated brakes which are normally kept on when not in use. In the factory corner by the east doors are three large drums of industrial ether, (E). If these are pierced ether will spill over the floor and will ignite with any spark, for up to a 5d6 fireball depending on the amount spilled. Each drum holds 50 litres of ether. Ether is also a powerful anaesthetic.

The south part of the factory is dominated by 40 large electrolysis units, each connected to several pipes and cables on a complicated supporting frame. The cables run down from a ceiling network, while the pipes run along the frames. Each electrolytic unit is in three main parts — an upper electrical chamber in which water is 'cracked' at high voltages to produce minute quantities of Deuterium and Oxygen, a middle low

voltage arc chamber which combines the gases to form Heavy Water, and a lower condensation chamber and collection flask which holds the liquid once refined. The flask of each unit holds 150 grammes of Heavy Water, and is inside a metal jacket bolted to the unit. It takes 2 rounds to remove each flask. Two German and one Norwegian civilians work at various control boxes (F) around the walls. A German lieutenant sits at a table (G) next to field and civilian telephones and an alarm button.

MODULE 8: Allied Military Operations

The shipment of heavy water from the plant to Germany is known to the Allies, who have made various plans to attack the factory and train. At eleven PM the night before the train is due to leave, a mixed group of Resistance fighters and Royal Marine Commandos (who landed by glider two days earlier) will attack the German Commandants office then attempt to free the hostages from building 1. This operation is primarily to divert Nazi attention from a larger group who are mining the track and preparing various ambushes along the route. The group raiding the complex are a Commando Lieutenant, two NCOs and ten troopers, all armed with blades, strangling wires and silenced light machine guns (modified Sten) and eleven resistance fighters armed with machine pistols, blades, and grenades. All Commandos have skill level 2 with all weapons carried plus Brawling-1. Commando NCOs have skill level 3 with blades and Brawling-2. The Commando Lieutenant has the same skills as his NCOs plus Command-2. Resistance fighters have skill level 1 with all weapons. The group also have a bazooka +15 rounds. All are unarmoured, should have their characteristics rolled as randomly-encountered troopers [p39 *Supplement 1*], and carry additional equipment such as skis, ropes, etc.

A secondary objective of this operation, should it prove possible, is for the group to attack the train or factory. This should only be undertaken given perfect conditions.

Unknown to the raiding party, the RAF also plan to attack the factory at 2am next morning. This attack will be made by up to 12 heavy bombers, without escort, each dropping 8 tonnes of bombs (HE). The RAF are unaware of the Commando operation.

MODULE 9: Psychological Reactions of Humans to Ksiffchi

Reactions of humans to Ksiffchi vary considerably according to cultural background, education, etc:

Dice Roll	*GERMANS*	*NORWEGIANS*	*BRITONS*
2	Disbelief	Disbelief	Disbelief
3	Fear	Fear	Disbelief
4	Superstitious Awe*	Superstitious Awe*	Fear
5	Confusion	Superstitious Awe*	Fear
6	Confusion	Confusion	Confusion
7	Disgust	Confusion	Confusion
8	Hostility	Confusion	Confusion
9	Hostility	Hostility	Hostility
10-12	No reaction**	No reaction**	No reaction**

* Both German and Norwegian legends include creatures resembling Ksiffchi, such as kobolds and trolls. Some individuals may believe they are supernatural beings.

** This means that individuals react as they would to an unexpected human intrusion, and may imply that the person concerned is either shortsighted or drunk.

Modifiers to the above roll are; Intelligence 8+, +1, Education 8+, +1, Intelligence 5-, -1, Education 5-, -1. Reactions rolled on the above table are likely to be of short duration, especially in combat.

MODULE 9A: Ksiffchi Reactions to Humans

Without exception all Ksiffchi find humans to be remarkably ugly, and this will make it very difficult for them to distinguish men from women and military from civilians. They will find it impossible to distinguish between Norwegian, German, and British combatants. The only identification they are likely to make without difficulty is that of children.

MODULE 10: Referees Notes

General: This scenario should be played with the aid of *Traveller Books 1–5*, plus *Supplement 1: 1001 Characters*. Two additional publications likely to be useful are *Games Workshop's IISS Ship Files* and *Paranoia Press' Scouts and Assassins.* The scenario can be played in two ways. The first pits the referee, playing all non-Ksiffchi characters, against the party. In the second method players take on Ksiffchi and German roles, suitable characters being the German commandant, the lieutenants in charge of the factory and the train, and the tank commanders. Referees using the first method of play should give players modules 1-6, and can optionally accompany modules 2 and 3 with a simplified world map omitting all place names and showing the plant's position, and module 6 with a simplified outline map of the complex showing buildings and permanent installations only, without labels.

Referees overseeing the Ksiffchi vs German variant should give the above information to the Ksiffchi players and module 7 with the detailed map of the site to the German players, and control the Allies' operations themselves. It should be remembered that if the suggested assignment of player characters for the German team is followed characters would only know of each other's activities by radio messages, field telephone, or direct observation.

Referees may find the following additional data helpful.

Module 1: The background to the privateer attack is a complicated network of trade rivalry involving several spacefaring civilisations. The Ksiffchi are not primary participants in this conflict, but tend to sell arms and equipment to all sides.

Module 2: An accurate Ksiffchi analysis of Earth in 1943 AD would be: X8669786G.

The description of Earth's atmosphere as tainted is a fiction, designed to stop chlorophyll pedlars visiting the planet. If the crew wear filter masks as directed it is unlikely they will realise this, since most have only experienced it as a synthetic drug and are unaware or have forgotten that it can occur naturally on some worlds. If masks are not worn Esed Pwasc will recognise the smell sooner or later, and may desert her colleagues in order to investigate.

Elapsed time is 144 years between the original survey and the *Green Horizon's* visit. The figure can be found by consulting navigation data and converting Ksiffchi years to Terran. However, there is no way of finding Terran dates or place names from the library data since its compilers simply ignored this sort of trivia.

Module 3: See notes for module 2.

Module 4: All data is as listed. However, it should be noted that the ship now has only enough fuel for a takeoff, normal manoeuvres, and one Jump-2.

It is recommended that referees study the characteristics of all combat equipment with care, especially the Battle Armour and Plasma Gun. Both of these devices are shipped with discharged power packs to avoid accidents, and will need at least 6 hours assembly, adjustment, and charging before they are ready for use.

The ship is painted dark blue with orange stripes on wing edges, scoop intakes, jump drive and hatches, and fluorescent red identification marks.

Module 5: Ksiffchi usually ignore the fact that they possess belly pouches, which are normally only used by females in the first two weeks after birth of their young. However, these pouches are excellent hiding places for small weapons or tools and at their discretion referees may remind players of this fact.

An additional effect of chlorophyll addiction (apart from its social stigma) is a slowing of reflexes, giving a DM of -1 on all initiative and reaction rolls.

Module 6: As already suggested a simplified sketch map of the area can be supplied to augment this module.

Module 7: The area surrounding the power station and factory is regularly reconnoitred by the German Army and Luftwaffe. If the ship is landed in the open without camouflage it will be noticed on a roll of 8+ each day, DM +1 per day. There are several ways of hiding the ship, the simplest being to spray it with white paint (raising observation roll to 9+ without modifiers) and more effectively but almost as easily by burying it in fire fighting foam or snow (observation roll 11+, no modifiers). For maximum security the ship can be hidden underwater, which makes casual observation impossible.

For the purposes of this scenario it is assumed that the ship makes a landing at night, the crew prepare for the raid throughout the night and next day, then attack the next night. If the crew attack earlier the situation will be essentially unchanged except that there will be no Allied attack to divert German attention. If the crew attack after dawn next day the train will have left, taking most of the Heavy Water and roughly a third of the German forces with it.

German forces available as reinforcements from the town are a maximum of 3 tanks as described in module 7, 6 armoured cars (light armour, turret machine gun, max. speed 80kph), and 5 trucks each holding 20 troopers.

Weather for the night following the landing is clear at first with some snow after 1am until mid-morning, with the following afternoon and night clear and extremely cold and local open water freezing to a depth of several inches by the next morning.

There is a slight chance (roll 11+) that German observers will notice the ships landing, although it will be reported as a bomber crash or glider landing. There is an equal chance that the landing will be observed by Norwegians. If the Germans are aware of the landing the number of flights over the area will double, giving two chances per day of observation.

Module 8: The Allied attacks are supposed to be on different nights, but there has been a breakdown in communications. If the Allied and Ksiffchi raids coincide each is likely to attract the others attention, and an exchange of fire over the width of the complex is quite possible given the weapons used by each group.

Module 9: Reaction of dogs to Ksiffchi and vice versa – on a roll of 8+ dogs will react to Ksiffchi with extreme terror, and make ferocious attacks with a DM of +1. On a roll of 10+ this reaction turns to panic and dogs will flee, disobeying their handlers' orders. Ksiffchi will not feel any unusual reaction to dogs, but will feel no compunction in killing such obviously dangerous animals.

While this scenario is not based closely on historical events it was inspired by incidents of the Second World War, especially Allied operations against the German-controlled heavy water plant in Telemark, Norway. Interested referees might find it useful to see the film *The Heroes of Telemark* or read any of the standard works on Norwegian resistance operations in the war.

Sat 25th & Sun 26th

GAMES DAY

a report by Ian Livingstone

Both gamers and traders agreed that *Games Day '82* was the best yet. More competitions to enter, better visual displays and more new releases ensured that over 7,000 gamers really enjoyed the event.

The competitions were hard fought and the eventual winners were: *Judge Dredd* - Andrew Lee; *Apocalypse* - Mark Mallard (Saturday) and James Hamilton (Sunday); *Battlecars* - Justin Parser; *AD&D* - Martin Croft; *RuneQuest* - Duncan Gager and John Davy; *25mm Figure Painting* - Michael Brunton (Saturday) and Duncan Probert (Sunday).

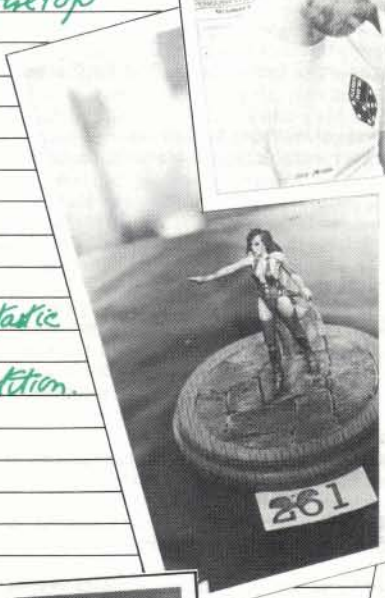
The *1982 Games Day Awards* were also announced and the results were: Best Role-Playing Game - *D&D*; Best SF Boardgame - *Cosmic Encounter*; Best Fantasy Boardgame - *Dragon Pass*; Best Historical Boardgame - *Squad Leader*; Best Abstract Game - *Othello*; Best Family Game - *Monopoly*; Best Electronic Game - *Atari Pac Man*; Best Puzzle - *Rubik's Cube*; Best Tabletop Rules - *WRG Ancients*; Best SF/F Scenario - *Griffin Mountain*; Best SF/F Games Magazine - *White Dwarf*; Best Historical Games Magazine - *Military Modelling*; Best Games Fanzine - *Dragon Lords*; Best SF Figures - *Citadel Traveller*; Best Fantasy Figures - *Citadel Fantasy Tribes*; Best Historical Figures - *Citadel Dark Ages*; Best Games Manufacturer - *TSR Hobbies*; Best Figures Manufacturer - *Citadel*; Best New Game - *Stormbringer*; Best Games Personality - *Ian Livingstone*; Best Games Inventor - *Gary Gygax*.

Whether it was a game of *Armchair Cricket* or *Apocalypse*, it was all there. Plans are now afoot to put on a Northern Games Day in Manchester during April 1983 before Games Day '83 in London. See You There!

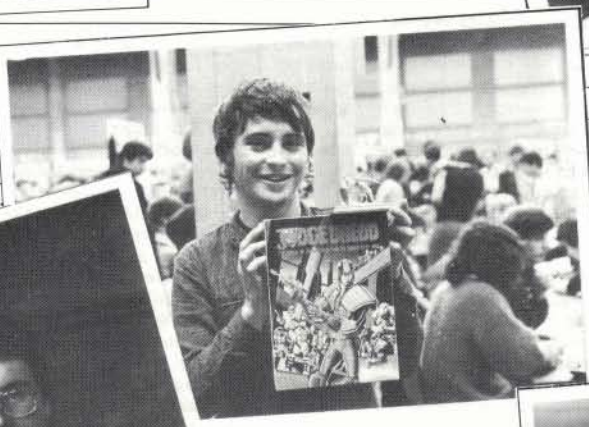
The Judge Dredd Game revealed. Inventor Ian Livingstone (left) and board artist Ian Gibson show it all!

The sounds of Battlecars roar through Games Day monitored by Albie Fiore.

Steve Jackson (left) and Ian Livingstone not playing Space Invaders but signing copies of their book Warlock of Firetop Mountain.

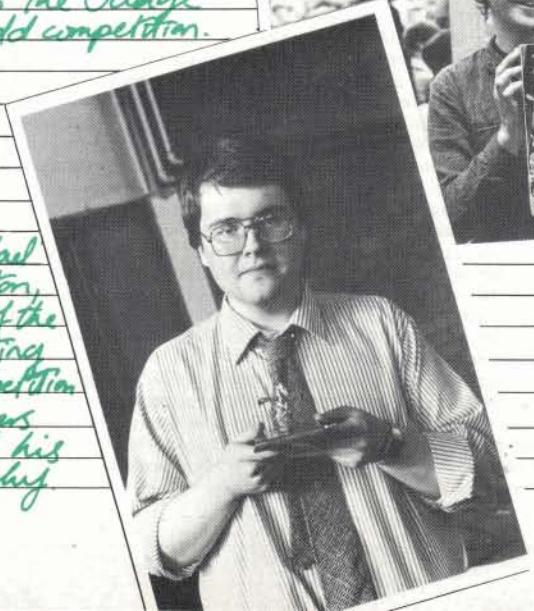


Two of the fantastic entries in the painting competition.

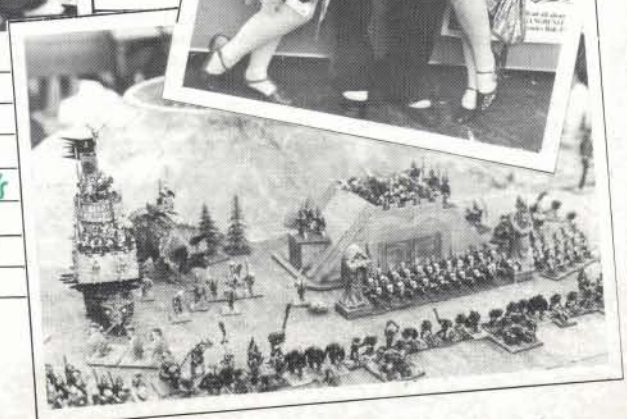


Andrew Lee after beating off all other judges to win the Judge Dredd competition.

Would you buy Gang Fights from these people?



Michael Brunton, one of the painting competition winners with his trophy.



Part of Joe Dever's epic fantasy battle.

Dear *WD*,

Having played *AD&D* for many years as both DM and player several points have eluded me about the game. Your magazine has solved many a problem (as well as creating a few), but the cleric class still poses me with some problems. My question concerns the cleric weapon restrictions.

A cleric is in combat with an orc and rolls a natural twenty. The DM allows double damage. The cleric is a using a mace and throws 2d6+2 and adds a +2 strength bonus. He throws 13 points of damage. The poor orc only has 1 hit point and dies pretty suddenly. In effect, the cleric has killed the orc 13 times over – a hefty blow like that would have drawn blood. Yet the *PHB* states that 'clerics are forbidden to use edged and/or pointed weapons that shed blood.' The question is are clerics forbidden to use sharp edged weapons, or are they forbidden to shed blood. If it's the latter this not only stops them using edged weapons but weapons of any sort! If it's the former why can they use blunt weapons which can cause as much harm. The rule in the *PHB* does not make sense in its present format nor does it give any rational explanation when blunt weapons can also draw blood but be permitted.

If edged weapons are not permitted then why give clerics spells such as *animate object* which could be used on a sword or dagger or a spell which when used creates a barrier of whirling, flashing razor-sharp blades. After all, if a cleric can't use a sword what's the point of having a spell that creates them? This would surely contradict all his ethics and doctrine. Any comments by other readers would be gratefully received.

Yours,
Kevin Partridge, Essex.

–A good point. The shedding blood ban seems to be an anachronism from the early D&D *books*/Chainmail *rules, largely based on the first* Greyhawk *campaign – itself based on medieval Europe. In medieval times (circa crusades plus) christian priests/clerics couldn't technically shed blood. So they used maces when they went to war. As most opponents wore plate the mace didn't shed blood. In any case, the mace was much more effective against plate armoured opponents, denting plate and stunning the wearer. Unfortunately, most* D&D *monsters/NPCs etc don't wear plate. Naturally, a mace (often studded) is bound to shed (or more aptly splatter) blood when a strong blow hits bare or lightly armoured flesh. It would appear that this rule is somewhat artificial, especially in the case of the* blade barrier *spell. Why follow the* PHB *ruling? It would make more sense to enforce this rule on a deity/religious basis. If the cleric is lawful (or chaotic, etc) good and worships a healing/christian type god, then enforce it. Such a cleric would shy away from shedding blood and his priesthood wouldn't train anyone in a weapon to do so. If the cleric is evil and worships, say, a god of murder/death etc he would not even care if he did shed blood (in fact he'd probably enjoy it) so the rule would not have to apply here. Indeed, a war god's priesthood might well train their priests in an axe or sword, for instance. Certainly, it's easy to imagine a priest of Set with a poisoned dagger or two. Be careful, though. One reason why the rule exists is to limit the clerics effectiveness as a fighter (or there wouldn't be any fighters – they'd all be clerics). There should definitely be a severe weapon restriction on the cleric, even if it does vary from religion to religion. –Ed*

Dear *WD*,

In *WD33*, Mega-City News, pp31, I read (with much annoyance) the paragraph entitled 'Over the Top' concerning the new RPG *Recon* by *RPG Inc.* My annoyance stems from the mention of 'obscenities' in the Vietnam war and the implication that this makes the game somehow 'morally wrong'. The 'obscenities' that are mentioned, together with the rights and wrongs of that particular war, are totally irrelevant to a *game* based on the subject. I see no condemnation of prostitution rackets in *FGU's Gangster* RPG, or lynchings in *TSR's Boot Hill* RPG or SS atrocities in *Squad Leader* etc etc. These aspects of the game background are totally irrelevant to the *game* (or should be). One final thought on the matter - how many readers have seen *D&D* MUs throw *fireballs* into rooms full/caves full/woods full of orcs/goblins etc? But then that's different, isn't it. Oh, what fun *fireballs* are!

Yours faithfully,
Gareth Williams, Laleston, S Wales.

Dear *WD*,

Full marks to Paul Vernon for his *Town Planner* series, apart from being informative, he puts forward some interesting ideas. Perhaps you could include a glossary of terms used in the series for those who can't remember their history lessons. A final note; why don't you bring back the old system of rating reviews (in *Open Box*). This would help readers decide which games suited them a lot more than a single overall mark.

Best wishes,
Trevor Graver, London.

–Any other thoughts on this? –Ed

Dear *WD*,

I noticed a couple of anomalies in *WD 33*'s *Weapons for Traveller*. The Flamethrower Ammo wt. should be 10,000 not 1,000, the Snub Rifle is a Zero-G weapon, and the Flamethrower Range Matrix, under long range, should read -6, not +6.

Yours for better proof reading,
Ian Brotzman,
Essex.

Dear *WD*,

I was curious about Charles Stross' monster in the *Fiend Factory* of *WD33*. It puzzled me that he made the Lord of the Mind Flayers a chaotic evil being. Surely in everyones eyes this would seem a strange anomaly; the highly lawful mind flayers would certainly not tolerate a chaotic Lord. No matter how powerful Zytra is the mind flayers would destroy him. The illithids would possibly enlist the aid of deity-rank beings of their alignment, such as Asmodeus, in order to crush this chaotic threat. Would a group of elves accept a paladin as their leader? Would gnolls accept Geryon as their Lord instead of Yeenoghu? I think not.

I would like to hear Charles' reasoning for making Zytra a demon lord instead of an arch devil, or whatever. Perhaps Charles is just *into* chaotic creatures; his excellent contributions to the Fiend Folio (death knight, githzerai, githyanki, slaad) are all chaotic, apart from some githyanki.

Now to my second point. The non-human deities section of *Deities and Demigods* is incomplete for reasons given there and also deals with *Monster Manual* monsters only. I would like to see in *WD* some additions to the ranks of non-human gods, leader-types etc. It seems unlikely that any official *TSR* work will be done to expand upon the non-human mythoi, so *WD* is the best place to present something in this area. How about it? Details of sacrifices, spheres of control, legends and influence on the race are just as important as the statistics of course.

Yours,
Nigel Squires, Worcester.

– Charles' alignment inclinations I can't answer for but we do have a three issue series called Inhuman Gods *by Phil Masters queueing up for publication, which deals with the Gods, sacrifices etc of the* Fiend Folio *monsters. –Ed*

Fiend Factory *is a regular department featuring readers' monsters, edited by Albie Fiore. This issue a mini-scenario for low level and slightly higher parties. . .*

Lord of Kanuu

While approaching the village of Kanuu at the head of a rocky, wooded pass. . .

. . . **Low Level Parties** encounter a group of ragged people in the woods. They tell of strange events in the village the last few months. The lord decided to hold weekly feasts in the village square. Since the first feast, most of the villagers began to behave oddly, and some strangers, fighting men, seemed to be in charge. The group were then driven out, and have since been living rough. They know a secret underground entrance to the lord's manor from a nearby cave, which they will reveal if the party are willing to investigate.

. . .**Higher Level Parties** meet a caravan coming from the village. The caravaneers are annoyed. While they were camped near Kanuu, some of their guards entered the village for supplies. They were invited to feast and apparently had such a good time that most decided to stay on in the village.

Kanuu

The village is quiet. People are mechanically doing mundane jobs overseen casually by armed men, though they are neither in fear nor forced. Once a week, a grand feast is held in the village square around an open fire. All are invited. The village lord attends but does little. From the lord's village manor and from the local temple, passages lead down to the village's burial catacombs. The only (undrugged) villager who could tell of the passages is the village idiot.

DM's Information

Kanuu is ruled secretly by a spidron dwelling in the manor. Its cohorts, 2nd level fighting men, and the lord (drugged) put *spidrone* on the fire at each feast. The secret entrance the escaped villagers know leads to the catacombs. From the manor, apart from the passageway, there is an old drain (down which the spidron can go in liquid form) that leads to a cavern at the far end of the catacombs which is the lair of dark bats. In the *darkness* there, the spidron has hidden its cabinet. Many of the bodies in the catacombs are picked clean and many with flesh left are covered with small eggs as the place is ridden with beggar-lice. Undead rats also scratch about, activated by a scroll the spidron had when it first crept through the catacombs to the manor. Treasure is what the spidron has looted from the village (DM's discretion).

SPIDRON
by John R Gordon

No Appearing:	**1**
Armour Class:	**7**
Movement:	**8"/½" (liquid, see below)**
Hit Dice:	**5d8 + 3**
Treasure:	**See below**
Attack:	**1 touch for 2d8 (special)**
Alignment:	**Neutral evil**
Intelligence:	**Genius**

The spidron is a very rare creature of great malignance. Despite its high intelligence, its warped mind is infected with megalomania, greed and loathing for all humanoid life-forms (although it will readily co-operate with them to achieve its aims). The spidron itself is a shapeless, thin, green liquid which only maintains a partly humanoid form through the power of a special magical cabinet, which each spidron possesses. The spidron must return to, and enter, the cabinet every 3 days or collapse into a powerless green liquid, able only to trickle back to its cabinet at ½" per round, where it will slowly reform. If the fragile cabinet is destroyed, the spidron is reduced to a powerless liquid for ever. Thus the spidron will guard its cabinet with its life. There is a 15% chance that it will be in the cabinet when encountered.

The spidron wears a shapeless, one-piece robe, reinforced by stiffened leather which helps the spidron hold its humanoid form. A mask, often coming to a point, covers the head completely, leaving only eye-slits, behind which there is only darkness, for the spidron has no real eyes. Similarly, its voice is thin and disembodied as it does not come from a real mouth. Below the waist, it is rather shapeless (hence the long robe) and in fact oozes along on a single foot, like a slug. Its hands alone are visible outside the robe, and these are long, slimy, fibrous and withered. Each finger comes to a point, like a root, to which a small silvery ball is attached by a single fibrous strand.

The spidron is immune to *charm* and *suggestion* spells and can use the psionic abilities ESP and Telepathy at will.

The cabinet of the spidron, made of silver and glass (3'x3'x6'), may be worth up to 10,000 gps as a collector's item. The cabinet's magical energy gives the spidron its functional form. This energy is only maintained by placing a living humanoid in the cabinet every 7 days. The spidron attacks by a touch which weakens the nervous system of the victim. Those touched take real damage, but when they reach between 0 and -4 hit points they fall into a cataleptic state for 6 – 36 turns, awakening with but 1 hit point. The spidron then seeks to drag its catatonic victim off and place them in the cabinet, where in 1 round all energy is drained from their body (which can only then be returned to life by *resurrection*). The spidron can liquify at will, which it will do if combat is going against it, leaving its robes to collapse, and trickle away unnoticed down a drain or crack to reform in its cabinet. The spidron will usually keep spare robes near the cabinet as it cannot hold its humanoid form without them for long. Spells of a *cold* nature immobilise it for the spell's duration if it makes its saving throw, double that if it fails. Fire does normal damage but the liquid is unaffected by even magic weapons. If it is killed, the humanoid spidron reverts instantly to a thin, green inactive liquid.

A by-product of draining energy from humanoids in the magic cabinet is the drug *spidrone* (3 pinches per man-sized creature are produced). This is an odourless, blue-grey powder, harmless when inhaled or dissolved, but a powerful drugging gas when burnt (1 pinch covers a ½"x1"x1" area). Any creatures who inhale the drug and fail to save versus poison become zombie-like slaves, obedient to the Telepathic control of the spidron and to its servants. These living zombies can perform mindless tasks such as digging with supervision, but the spidron can only make 10 fight at any one time (attack as 2HD monsters, striking last for 1d8 regardless of level and dexterity). Those drugged save regularly as if *charmed*, so the spidron is careful to regularly re-expose its slaves to the drug. The slaves are a useful store of reserve energy for the cabinet. The spidron can see through its slaves' eyes. It is, of course, unaffected by the drug. Note that the drug is not an offensive weapon, but merely a way of maintaining a slave labour force to feed the spidron's lust for wealth and power.

As well as the 'zombies', the spidron will employ some undrugged humanoids to direct the slaves, drug them, act as the spidron's guard and its emissaries to nearby intelligent or powerful creatures. Spidrons often inhabit fortified town houses or castles in or near towns, or in catacombs beneath them. Towns provide good opportunities for gaining wealth and above all, dominance so the spidron will usually favour them above dungeons and wildernesses. Those serving the spidron will be of necessity evil, placing material gain above the sufferings of those enslaved and finally destroyed by it.

(The spidron was inspired by recollections of an interplanetary villain in the TV series The Tomorrow People.*)*

BEGGAR-LOUSE
by Alan Heaven and friends

	Normal	*Sand*	*Marsh*	*Giant*
No Appearing:	10 – 20	10 – 20	5 –12	2 – 5
Armour Class:	6	5	6	6
Movement:	4"	4"	4"	4"
Hit Dice:	1d8 - 1	1d8	1d8 -1	3d8
Treasure:	Nil	Nil	Nil	Nil
Attack:	Two pincers for 1d4 each; 4 claws for 1hp of damage each; acid spit for 1d4 plus special			As others but pincers do 1d6+7; claws, 2hp; acid spit, 1d8 + special
Alignment:	Neutral	Neutral	Neutral	Neutral
Intelligence:	Animal	Animal	Animal	Animal

The beggar-louse resembles a wood-louse with its arched, chitinous back and two long antennae, but has two large, sharp front pincers and only 8 legs, the front razor-edged to help cut up flesh.

Colour varies according to environment, but shades of red from scarlet to russet are most common. They are born white and develop a pink hue as they get older. By maturity (body length 2"), they are bright red, becoming darker as they grow older and larger (6").

Adult males have a gland in the mouth which secretes acid to aid the rapid breaking down of food. This can be used in defence: a double spit taking one second can be made once every two rounds with a range of 1½' per 1" of body length. They always aim for the eyes, making an effective reduction of at least 2 in the target's AC (ie. AC2 becomes AC4) unless the shield is held before the eyes, when the AC is increased by 2. The acid does 1d4 points of damage causing blindness within 1d4 turns lasting 1 day, if undiluted, with a 20% chance of permanency. Its habit of appearing to sit down on its back four legs and outstretch its pincers when threatened has earned it the name 'beggar'.

Just as all types live by scavenging, and all except the giant beggar-louse leave the skeleton whole (dissolving clothing and armour when necessary), so all share similar breeding habits. These take two forms:

1: The female lays her eggs on a piece of carrion flesh in the lair, producing only 2 – 9 live from 100 eggs.

2: Eggs are laid in the untouched body of a fresh corpse. The eggs hatch in 3 to 4 days; if eaten by some larger scavenger, they hatch within 1 day and feed off the host. Insanity will occur 1 day after hatching, taking the form of Mania (*DMG*) with 2 in 6 occurences after 1 day from hatching; 3 in 6 after 2 days; etc, until the pain becomes continuous, when the unfortunate victim will die in 2-7 hours of the final day.

In any group of 20, there will be one female with 50% chance of two, and at least 5 adult males (5% chance of 6"; 10% chance of 4"; 20% chance, 4").

Sand beggar-louse: These are slightly tougher and usually more brown than red.

Marsh beggar-louse: Unlike the other types it is not afraid of fire and takes only half damage from fire based attacks due to extra moisture in the chitin.

Giant beggar-louse: These are 2' – 5' in length and lack the dexterity which the others use so well, meaning that its AC is based on its naturally tougher chitin. It attacks with acid spit at +3 to hit.

DARK BAT
by Christopher Kirk

No Appearing:	1 – 6
Armour Class:	3
Movement:	½"/30"
Hit Dice:	2d8
Treasure:	I, P
Attack:	1 bite for 1d8
Alignment:	Neutral (evil tendencies)
Intelligence:	Low

The dark bat has a 6' wing-span and prefers to live in remote, inaccessible places far from human habitation, always lairing in naturally dark places. When encountered at night or underground, they are 50% likely to be in their lair (90% during the day).

Dark bats slowly exude *darkness* in their lair. After one year the effect is as the illusionist's *darkness* spell; and after two years, as a *continual darkness* spell. They can see perfectly well in the *dark* and are 50% resistant to the *darkness* spells of others. They hate light and fight at -1 to hit in sunlight or itsequivalent, -2 in brighter light. They will attack torch and lantern bearers primarily – the beating of their wings in combat has a 60% chance of extinguishing a torch; 20% for a lantern. Dark bats can also cast a 5' radius *darkness* spell once per day for a duration of 6 turns generally to counter magical *light* or fight in outside of the lair.

Each hit on a dark bat has a 50% chance of hitting a wing, 50% of either. A blow aimed specifically at a wing is made at -1 to hit. Each wing can take a third of the bat's total hit points before becoming useless. When grounded, the bat is AC9 and attacks at -2.

All missiles fired at a dark bat in flight are made at -2 to hit, -3 if aimed at a wing.

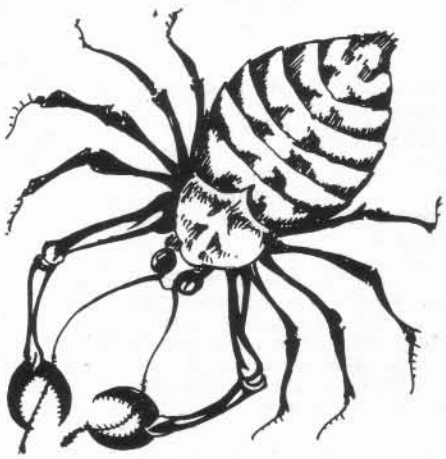
UNDEAD RATS
by P M Rhodes

	Skeletal rat	*Zombie rat*
No Appearing:	6 – 36	5 – 20
Armour Class:	7	8
Movement:	12"	6"
Hit Dice:	1d4	1d8
Treasure:	Nil	Nil
Attack:	1d4 bite plus special	1d4 + 1 bite
Alignment:	Chaotic neutral	
Intelligence:	Non-	Non-

All normal rats fear undead rats and must save versus *fear* or flee. Consequently, these small undead creatures are loathed by wererats. Both types have the characteristics of normal skeletons and zombies, immunity to certain spells, etc.

Skeletal rats: Their special ability is that anyone attacking them has a 15% chance of contracting a disease. If disease is indicated and the victim fails to save vs poison, then a serious disease has been contracted; a successful save means that the disease is mild. They take only 1hp of damage from edged weapons and are turned as normal skeletons. An *animate dead* spell will activate 1–8 giant rat skeletons.

Zombie rats: These are turned as a normal zombie. They have 20% magic resistance and all weapons do full damage to them. ■



Treasure Chest *is a regular department devoted to readers' ideas for* D&D, *edited by Jamie Thomson. This issue, a collection of odds and ends. The winner of* WD33's D&D fighters wordsearch, *with the correct answer of Sir Lancelot (actually everyone got that) is Mr C A Mee of Buxton, Derbyshire who wins a years subscription to* White Dwarf!

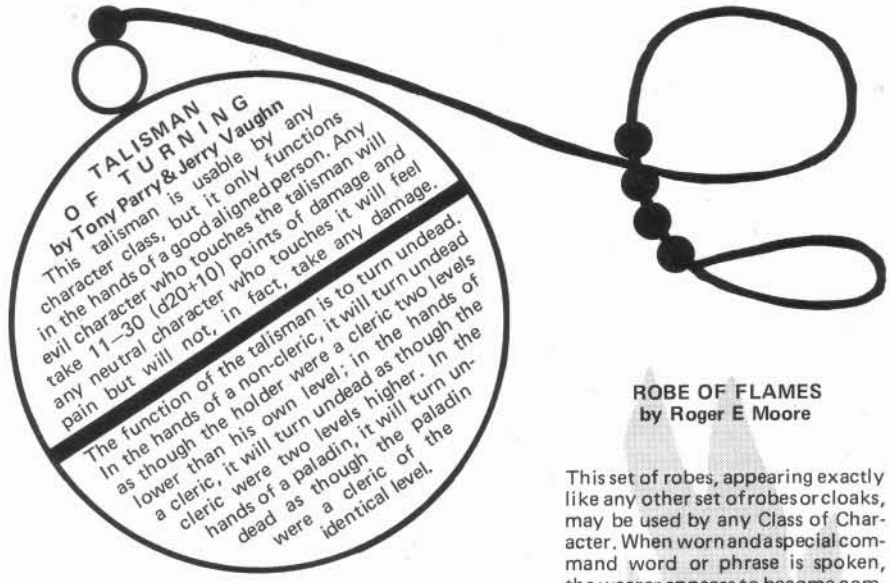
Bits & Pieces

D&D MAGIC WORDSEARCH
by Graham Staplehurst

P	O	T	I	O	N	L	V	E	V	A	S
A	M	T	C	H	S	I	N	I	M	I	D
K	M	U	H	U	A	V	E	A	A	I	E
C	I	U	J	G	R	E	T	A	G	L	A
I	T	T	L	S	I	E	L	T	I	K	T
R	H	O	E	E	R	L	O	S	C	C	H
T	R	P	C	I	T	A	M	O	S	A	S
E	I	H	A	P	M	B	L	R	W	L	T
P	L	L	A	B	E	R	I	F	O	B	R
O	E	Y	E	S	A	E	A	W	R	O	I
R	D	R	A	W	T	V	L	H	D	G	K
K	O	O	B	L	L	E	P	S	C	E	E

37 words are hidden in the grid shown above. They are written in any direction: up, down, left, right or even diagonally. The word AMBER has been given to you to start you off. All you have to do is mark in the other 36 words. When you have done this, you should have one letter left over and unused in any of the words. To claim the prize, just send the location of this letter on a postcard to White Dwarf by 1st December, 1982. The first correct entry drawn out of a hat will win a signed copy of Ian Livingstone's new book *Dicing with Dragons.* The other 36 words are:

Amulet	Gate	Rod
Black	Haste	Rope Trick
Charm	Jump	Save
Cure	Kite	Sleep
Death	Light	Slow
Dig	Lore	Somatic
Diminish	Magic Sword	Spell Book
Ego	Material	Strike
Evil	Mithril	Verbal
Eyes	Molten	Vial
Fireball	Pipes	Ward
Frost	Potion	Warlock



MARBLES
by Lew Pulsipher

Some large marbles should be a part of every adventurer's dungeon equipment. They can be spread on stairs to cause falls, dropped on a floor to slow pursuit, or thrown against a hard surface to cause distracting sounds. Sling bullets are acceptable, but marbles made of wood are much lighter. A variety of different sizes is desirable. One group of marbles should be kept in a pottery or glass ball, so that the ball can be thrown into an area where it will break and the marbles will scatter across the floor of the area.

ROBE OF FLAMES
by Roger E Moore

This set of robes, appearing exactly like any other set of robes or cloaks, may be used by any Class of Character. When worn and a special command word or phrase is spoken, the wearer appears to become completely bathed in flames in a 1' radius. Though the user of the robe and all of his or her worn or carried equipment will be completely unharmed by the flames, any creature coming in physical contact with the character will suffer 3-12 points of damage each round it remains in the flames. The user cannot be carrying another person or creature when using the *Robe of Flames* as only one living being can be protected from its effects, the wearer. Any materials the robe's user comes in contact with while the flaming capability of the robes is activated must save vs magical fire or be destroyed. Unlike other magical robes, the *Robe of Flames* possesses a certain number of charges, ranging from 1-100 when first discovered. Each round of flaming ability used expends one charge; when the last charge is used, the robes becomes a normal, non-magical robe. The *Robe of Flames* cannot be recharged, or worn with any other sort of robes or cloak.

This device is also known as a *Phoenix Robe.* Some 80% of them are sized for either human or elven wear, and the rest for gnome or halfling-sized individuals (including dwarves). It is immune to the effects of all fires and flames, even magical sorts. It saves as a +1 *cloak of protection* against all other attack forms.

THE FLAMING ZOMBIE
by Nicholas Rutherford

A well preserved corpse is carefully gutted and an oilskin bag containing 2 gallons of oil (16 flasks) is sewn into the abdomen. The zombie is sent into battle carrying a torch and when cleaved open by an opponent disgorges flaming oil over a 30' x 30' area. Alternatively it can commit hara-kiri as a rearguard.

ARMOUR AND SHIELD REPAIR
by Philip Straw

This method of armour repair is based on the system of armour disintegration in *Treasure Chest, WD33.* Any armour or shield cannot be repaired if its Armour Class Disintegration Points (ACDPs) have reached 0. Armour can be repaired from 1 – 10 times plus the armourer's skill bonus; a shield from 1 – 4 times, 1 – 2 if wooden. Wooden shields can be repaired by a carpenter; leather armour by a leather worker substituting the table below:

Armourer's Skill	*Points Repaired*	*Bonus to No. of Repairs*
01–20 Fair	6d6	0
21–50 Good	5d10	0
51–75 Superior	7d10	+1
76–90 Excellent	1d100	+2
91–100 Masterful	2d100	+3

Notes: Roll percentile dice to find armourer skill level if not already determined. Repair points are added to ACDPs, eg a fair armourer can repair 6d6 of points. A fighter takes his damaged studded leather armour which has lost 45 points for repair. The armourer repairs 20 points, restoring the studded leather to 65 points and AC7. The bonus to number of repairs refers to the number added to the number of times the armour can be repaired. It only applies to armour made by an armourer or leather worker. Magic armour and shields can only be repaired by a Master Armourer. For each plus of magic armour or shield, add 50 to the ACDPs.

SUBSTANCE TO ILLUSION (Alteration)
by Robert Knott

Usable by: *Illusionist*
Level: *6*
Range: *Touch*
Duration: *Permanent*
Saving throw: *Negates*
Area of effect: *One creature*
Components: *V, S*
Casting time: *6 segments*

This spell, when cast, will transform a creature into an illusion; unsolid, unable to speak, see, hear, smell, or feel. A *dispel illusion* will destroy the creature permanently while it is in this condition, while a *dispel magic* will cancel the spell. The saving throw must be made at –3 on the dice, success of which negates the spell.

The Star

Midgard's Brightest Daily

WIN! WIN! WIN!
NEW WORDSEARCH P28

THUMBS UP FOR NEW FIGURES

Five strange figures have been sighted in the city recently. They claim to have originated not a million miles away from a well-known book by Douglas Adams. The group emanate from a new figures company, *Denizen Miniatures*, and star in their *Personality Range*. The five pictured here are: (left to right), *P2: Hitch-hiker carrying bag; P1: Hitch-hiker in dressing gown; P3: Two-headed hitch-hiker; P4: Android hitch-hiker;* and *P5: Girl hitch-hiker*. At the moment they are only available by mail order from *Denizen Miniatures* but should be appearing in the shops shortly.

Wilderness back on the Map

Games Workshop's Wilderness Hex Sheets will shortly be back in print. Their release will be accompanied by *Dungeon Mapping Sheets*, a pad of 50 specially gridded sheets for mapping dungeons and buildings especially designed to link with the *Dungeon Floor Plans* sets.

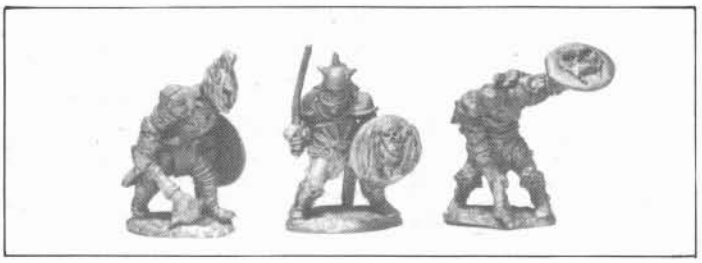
Good News for Glory Hunters

Glory Hole has been located by *Judges Guild*. This universal play-aid is located just outside the walls of the *City State of the Invincible Overlord* and is an old dwarven mine. Just what lurks in the mines remains to be discovered by glory hunters bold enough to venture down the mines.

Other releases currently available from *Judges Guild* are: *Heroic Expeditions*, three separate quests for use with any role-playing campaign; and *Fantastic Personalities*, which gives the background and low-down on 78 great non-player characters for use in any role-playing campaign.

Champions All

The reigning *Champions of Chaos* have arrived in town to defend their number one spot in the *Citadel Miniatures* range of boxed *Speciality Sets*. Five of the nine were pictured here but our cameraman decided not to question their identities. One of the Champions, believed to be Ulrik Bloodletter, said 'If you want to see some real gut-ripping, be at the Ogre-ball park tonight.' The *Champions of Chaos* can also be found currently in your local figures shop.



Militant RuneQuesters Demand Glitch Hunt

Minor glitches have come to light in the *RuneQuest* play-aid, *Solo-Quest*. The publication of the UK edition has been temporarily held back while a glitch hunt takes place so that the *Maguffin Hunt*, one of the three solo adventures in the book, can proceed unhindered by glitches.

Family at War

The amicable world of *Family Business*, a new game currently available from *Mayfair Games*, hides a ruthless mob war among the most dangerous criminals of recent times. The game is played with cards and a die. *Mayfair's* other new game is *Encounters* in which each player's party of heroes meets monsters guided by the other players.

Search for Cause of Famine

A famine which threatens the village of Far-Go is to be investigated by a group of adventurers in *TSR's* new *Gamma World* module: *Famine in Far-Go*. Volunteers for this introductory adventure will find it available now in their local stores.

Earth Located

The Earth has finally been located in *The Solomani Rim* by *Game Designers' Workshop*. This *Traveller* supplement charts the Solomani sector in the style of *The Spinward Marches*. Also new out from *GDW* is *The Best of the Journal: Vol 2*, which features some of the best items from issues 5 to 8 of *The Journal of the Traveller's Aid Society*.

NEXT ISSUE

Don't miss these exciting new developments in your next pleasure packed *White Dwarf*.

★ ★ ★

The Druid's Grove, a druidic duel for *AD&D*. Can you make it to Arch Druid?

★ ★ ★

A Guide to DMing Part III: Some Conclusions. Learn how to keep those troublesome players under control.

★ ★ ★

An Introduction to Traveller Part I: Players and Characters, a new series for new Travellers.

★ ★ ★

Judge Dredd, the Game in the Making. Read how Dredd gave Livingstone the go-ahead to design the mega-game of the '80s.

★ ★ ★

And don't forget to catch our regular features including *Microview, Rune-Rites* and all your usual favourites.

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CLASSIFIED

All classified ads must be prepaid at the rate of 10p per word, display ads £3.00 per scc. Please send copy and payment to White Dwarf, *27/29 Sunbeam Rd, London NW10 6JP, making cheques/POs payable to* Games Workshop Ltd.

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A newly developed, full brawling system for incorporation into RPGs. Almost every attack and defense possible covered. Simple, realistic and extremely playable. Costs only £1.75 & 25p p&p to Skull Burst Games, Ingleside, Hopgoods Green, Bucklebury, Berks RG7 65Y.

For Sale
D&D/FRP modules & play-aids, half RRP. Will split or swap for *Traveller* rulebooks. SAE for lists to Graeme Davis, Holly Cottage, London Road, Binfield, Berks RG12 5AA.

Dungeon Delvers
Need a special figure for your favourite character? High quality fantasy figures painted to collectors standards. Sample figure £1.50 + 20p p&p or SAE for further details. C Abbey, Lumbertubs, Mutton Hall Hill, Heathfield, E Sussex.

For Sale
Large number of FRP magazines – *Dragon, Alarums and Excursions, Trollcrusher, Underworld Oracle* etc. Send SAE for list. Ian Summer, 28 Norwood Grove, Beverley, N Humberside.

For Sale
Basic *Traveller* with adventures 2 and 5. Also *Snapshot* game. £12 – W Plowman, 12 Malthouse Rd, Buckland, Portsmouth, Hants.

Lost in the Wilderness?
Then you need Quest's End, the quarterly gamer listing of gamers and games clubs in the UK. To join *Quest* send your name and address, a list of your favourite RPGs and a cheque for £1.50 to *Quest*, 2 Essex Court, Hammersmith Grove, Hammersmith, London W6. Send immediately or sooner, as your *Quest* is only just beginning.

For Sale
Arms Law, several *TSR* modules and other scenarios. Phone (0224) 51831.

Micro DM
Bored with generating characters, NPCs, names, villages or fantasy ideas? Let our computer do these tedious tasks. Tell it your needs and it'll produce poisonous plants, demons' surnames, or castle rooms. We also sell programs, figures, armies and flags and offer a superb painting service. SAE to Williams, 29 Buttermere Rd, Sheffield S7 2AX.

Sinclair Owners
Dungeon Masters Game Aids tape for the *ZX Spectrum* (as seen at ZX Microfair). Generate characters without tiresome dice rolling. Resolve combats. Also includes program eliminating the use of dice during play. 4 programs for £4.95 inc p&p. Also Computer Aided Dungeon Design. Over 50,000 levels ready designed. *Spectrum* tape £4.95. Listing available for all programs for *ZX81* 16k or *Spectrum* 16k £2.00 each. Cheques & PO's to *Star Dreams*, 9 Bainbridge Close, Seaford, Sussex.

Monsters! Monsters!
Game wanted. Reasonable price paid, £5? Contact: Colin Evans, 26 Boundary Rd, Chatham, Kent.

WHITE DWARF

FEEDBACK RESULTS – ISSUE 34

Cover	6.76	RuneRites	4.95
Weapons for Traveller	5.49	Brevet Rank	4.93
Town Planner Part III	6.28	Fiend Factory	6.18
Starbase	5.50	Treasure Chest	6.37
Rumble at the Tin Inn	5.82	News/Small Ads	6.63
Arms at the Ready Part II	6.14	SF/F Fiction	6.37
Alternate RPG Dept	4.10	SF/F Boardgame articles	6.20
Book/Film Reviews	6.01	Play by Mail	3.37

FEEDBACK FORM – ISSUE 35

Please rate each of the following on a scale of 0-9. A '0' indicates that you do not play the game or did not read the feature. Other marks from 1-9 should be awarded on the basis that 1 is absolutely terrible, 5 is average, and 9 is excellent.

1 FRONT COVER		8 LETTERS	
2 THE NECROMANCER		9 OPEN BOX	
3 LASHING OUT		10 FIEND FACTORY	
4 GREEN HORIZON		11 TREASURE CHEST	
5 GAMES DAY REPORT		12 GUIDE TO DMING	
6 RUNERITES		13 SMALL ADS	
7 STARBASE		14 NEWS	

Would you like to see a *Best of WD Articles II*? Yes/No
Would you like to see a *Best of WD Scenarios II*? Yes/No
If the answer to the above questions is 'yes' which articles and/or scenarios would you like to see in a *Best of*? . . . . . .

If you were the editor of *WD*, which regular features would you expand/cut? . . . . . .

Please give your name and address or WD *Subscription No. and send to:* Feedback, *27-29 Sunbeam Rd, Park Royal, London NW10 6JP.*

HELP!

Clubs, contacts and events can be advertised once at no charge (maximum 40 words). Further insertions at the rate of 5p per word.

Anyone Daft Enough?
If you have issues 1-6, and, or 8-14 of *White Dwarf*, this insignificant person would like to purchase them. Contact: Stuart Gough, 3 Washbourne Road, Wootton Bassett, Swindon SN4 8BS.

Postal Campaign
I am starting a non-profit making campaign based on the *AD&D* rules. All those brave (or foolish enough) to venture are welcome. Please send a SAE for full details to Steve Pashley, 15 Warwick Drive, Maldon, Essex.

RPG Cambridge
Any players of RPGs or other games needed to join established campaigns of *AD&D, RQ, DQ* hybrid, *AD&D* and *Traveller* variants. Contact: Cambridge 355854 and ask for Gavin.

Wanted!
WD1-23. Contact: Michael Parr, Purfleet 6492, after 7pm.

Players Wanted
Any RPG players or DMs (especially *AD&D*, beginners and novices especially welcome) in the Shrewsbury area. Contact: Trevor Clews on Bayston Hill 4481, Sundays or write to 16 Sunfield Gardens, Bayston Hill, Shropshire.

RuneQuest SE London
16-yr old *RuneQuest* enthusiast looking for players/DMs 16-18yrs in the Blackheath/Lewisham/Greenwich area. If interested please write to Rahul Naidu, 69 Merriman Rd, Blackheath, London SE3.

RuneQuest Twickenham
Very experienced *RQ* player, age 17, seeks *RQ* campaign in Richmond/Twickenham area. Can travel. Fairly recently finished campaign and getting desperate for a game. Contact: Michael Barrows, 43 Cole Park Road, Twickenham, Middx or tel: 892 8689.

RQ/AD&D Hereford
Please, please could any *RuneQuest* or *AD&D* players contact me if they live in the Hereford area. I am 13yrs old and a keen player. Contact: Julian Avis, Ladywell Cottage, Turnastone, Vowchurch, Hereford or tel: Peterchurch 668.

AD&D Holland
AD&D enthusiast (22yrs) seeks contacts with beginners, players and DMs to exchange knowledge and ideas. Please write name, address and experience to: Peter Schkavendeel, Elandweide 111, 3437 CP Nieuwegein, Holland – within one month you'll have an answer.

AD&D Hampstead London
15-yr old wishes to meet other *AD&D* players to join club in West Hampstead area. Willing to learn other role-playing games. Contact: Stuart Gordon, Flat D, 10 Cleve Rd, West Hampstead, London NW6 3RR or tel: 01-328 8702.

AD&D Shrewsbury
A small but dedicated group of players is decimated by departures to university. Anyone welcome to join. Contact: Dave Shotton, The Wardens House, Moston Green, Harlescott, Shrewsbury, Shropshire. Tel: Shewsbury 51131.

Recruits Wanted!
Lord Capells Regt of the Sealed Knot. Pikemen, Dragoones, Musketeers and Camp Followers etc are required. Based in NW London, Middx and Herts area. Contact: Jim Gibson, 79a Vaughan Road, Harrow, Middx, HA1 4EF. Tel: 01 422 0757.

Thame
17-yr old Male, Human, with experience, dungeons, and characters on quest for *T&T* players in or near Thame. Will play *AD&D, C&S, Traveller*, if put in thumb screws. Contact: Caius Jennison, 92 Park Street, Thame, Oxon.

Wanted
Cheap *Players Handbook, DMs Guide, Traveller* rules. Contact: Shaun Pimlott, Hendte, Ferndale Rd, Llandudno Junction, Gwynedd LL31 9NT.

AD&D Basingstoke
17-yr old *AD&D* player seeks adventurers and a DM in the Basingstoke area. Contact: Dave on Basingstoke 3654.

Desperately Needed
Metamorphosis Alpha rules or boxed set, any condition, if complete. Contact: Graham, 1 Cremyll Close, Stubbington, Hants or ring Stubbington 61677.

Fantasy Postal Campaign
For further details write enclosing SAE to Peter England, 42 Southview Rd, Highbrooms, Tunbridge Wells, Kent.

AD&D/RuneQuest Bramley
AD&D player wishes to meet anyone in Bramley, Godalming, or Guildford who plays any RPG. 5 years *AD&D* experience (DM and Player), age 15. Keen computer programmer. To play on Sundays. Contact: James Manktelow, Guildford 893907.

CLUBS

DERBYSHIRE
FRP & Wargames Group
Games: *AD&D, Traveller, RuneQuest, Stormbringer, Call of Cthulhu, Bushido, Gammaworld, Top Secret, Merc, Wild West*, and other + wargames and some boardgaming.
Time: 6.30-10.15pm on Thursdays.
Place: Ilkeston Institute, (to the side of Ilkeston library).
Comments: Willing to try other games to please members, any age.
Contact: P Straw, 270 Heanor Rd, Ilkeston, Derbyshire DE7 8TG.

STEVENAGE, HERTS
Battlegroup
Games: *AD&D*, wargames, boardgames, *D&D*, 're-enactment', modern outdoor exercises. Other suggestions and games welcome.
Time: Thursday evenings, Sundays.
Place: Variable.
Comments: Members must be 14+.
Contact: P Bone, 35 St Margarets, Stevenage, Herts. Tel: 51741.

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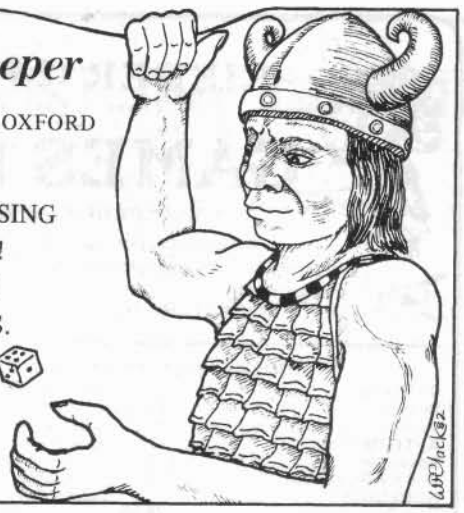

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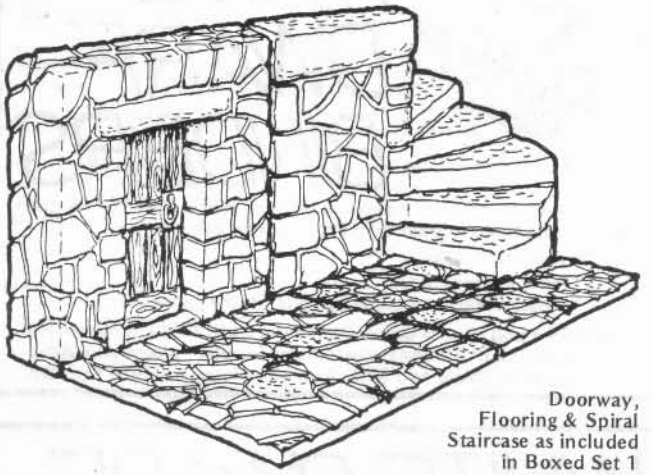

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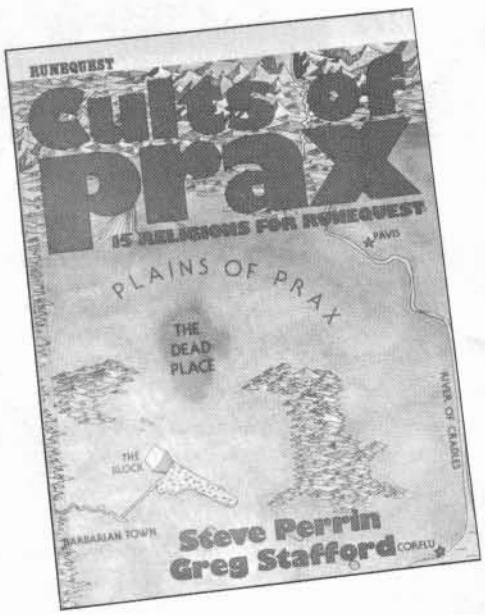

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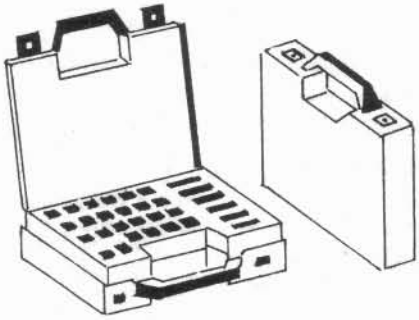

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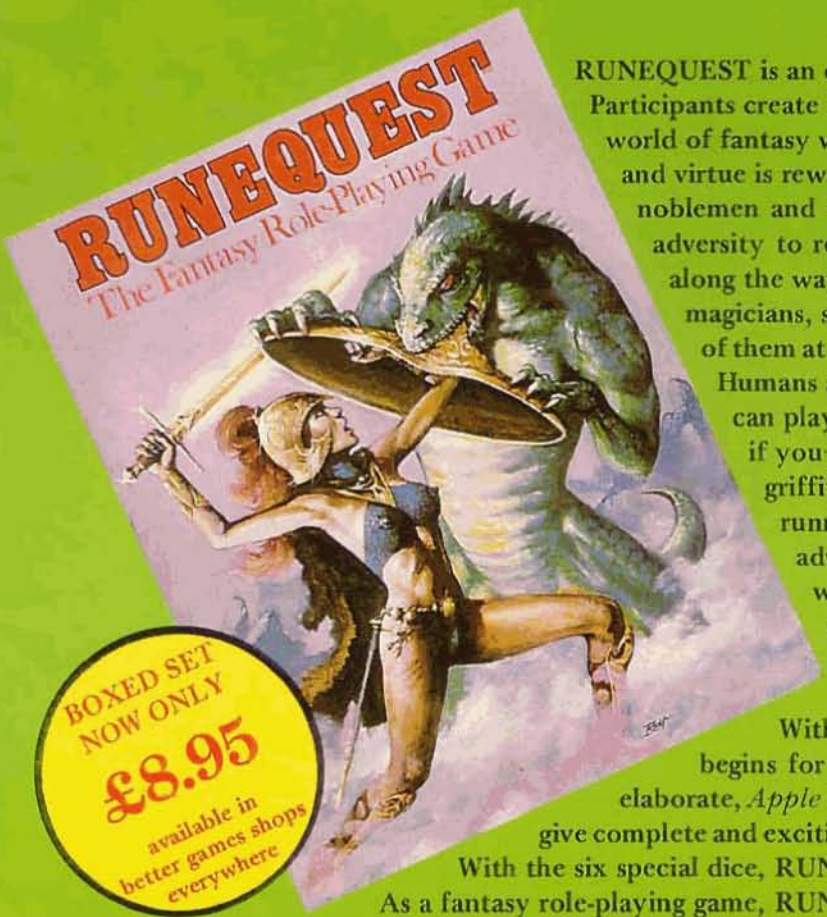

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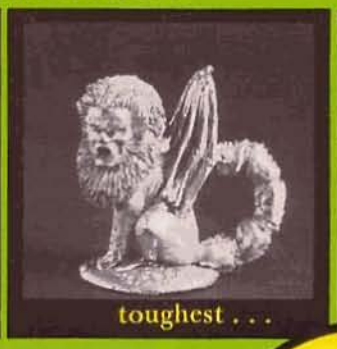
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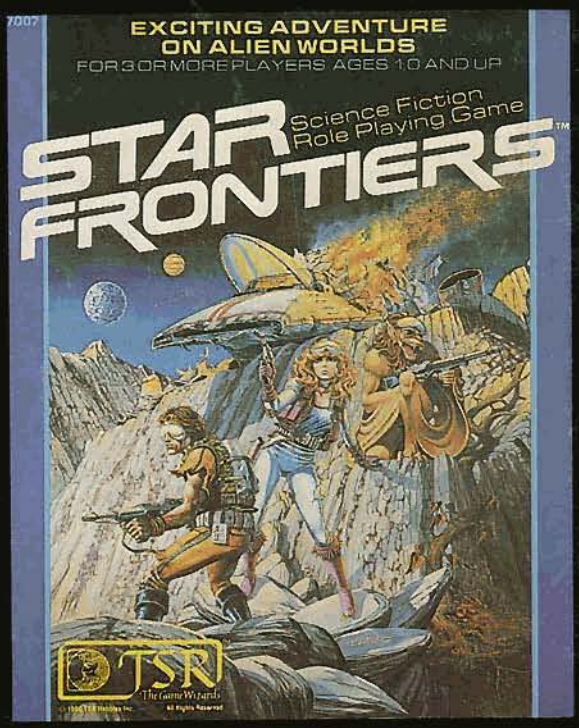

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